

Computer Graphics

void Circular_Curve (int xc, int yc, int R)

```
{ float th,dt,x,y;
  dt=1/R;
  th=0;
  while ( th<=2*pi ) { x=R*cos(th);
                      y=R*sin(th);
                      putpixel(round(x)+xc, round(y)+yc, 8);
                      th+=dt
                    }
}
```

1- Drawing Elliptical Curve

To draw an elliptical curve starting at angle stangle and ending at angle endangle, we can implement the following C++ procedure:

void Ellipse_Curve (int xc, int yc, int xr, int yr, float stang, float endang)

```
{ float th,dt,x,y;
  dt=1/(xr+yr)/2;
  th=stang;
  while ( th<=endang ) { x=xr*cos(th);
                        y=yr*sin(th);
                        putpixel(round(x)+xc, round(y)+yc, 8);
                        th+=dt;
                    }
```

```
}  
  
}
```

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