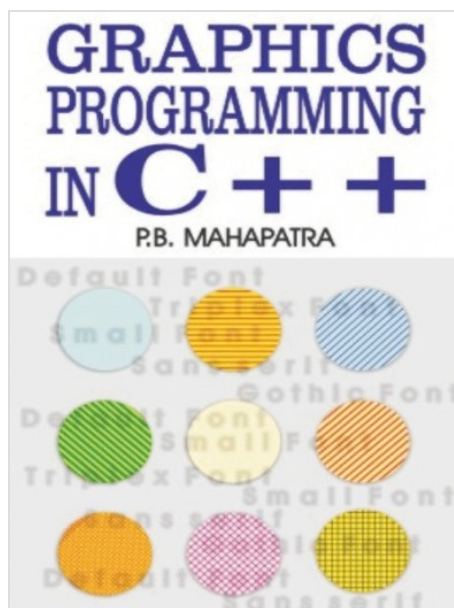




Graphics Programming in C++

by P.B. Mahapatra

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Description

The coverage of graphics in graphics in normal courses on C or C++ is only marginal. The idea of a student after a course on or C++ is that, a graphic image can be generated through a program and not by clicking and dragging the mouse as is done in menu driven interactive packages like coral DRAW, Photoshop, AutoCAD or paintbrush, without these options a number of students fail to appreciate the very purpose of graphics under C or C++. They do not know that the compiler can be used to design full CAD packages with all these options and a lot more. Once the full potential of the C++ compiler is understood, the students, where studying engineering, BCA, MCA or attending short term computer courses, are very inquisitive and enthusiastic to learn more about graphics under C/C++.

About the Author(s)

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