



## **Government Girls' Polytechnic, Bilaspur**

Name of the Lab: **Internet & Web tech Lab**

Practical : **Graphics & multimedia Lab**

Class: **4<sup>th</sup> Semester ( Information Technology )**

Teachers Assessment: 20    End Semester Examination: 50

### **EXPERIMENT NO:-1**

**1.OBJECTIVE :-** To study Multimedia Hardware system.

- a) INPUT DEVICES
- b) OUTPUT DEVICES
- c) COMMUNICATION DEVICES

**2. HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Floppy Disc, Hard Disc, DVD, CD Rom, Input devices like Track Ball, Touch Screen, Mice, Flat Bed, Digital Camera, Output devices like Amplifier speaker, monitor, projector, Printer.

**3.SOFTWARE REQUIRED :-** Not Applicable

**4.THEORY :-** INPUT DEVICES:

A great variety of input devices -from the familiar keyboard and handy mouse to touch screen and voice recognition setups can be used for development and delivery of a multimedia project.

1) KEYBOARD:

A keyboard is the most common method of interaction with a Computer. Keyboards provide various tactile responses and have variously layout depending upon your Computer system and keyboard -model. Keyboard is typically rated at least 50 million cycles.

The most common keyboard for PCs is the 1011 style, although many styles are available with one or more special keys LED's.

2) MICE:

A mouse is the standard tool for interacting with a graphical user interface (GUI). All Macintosh computers require a mouse; on PCs, mouse: are not required but recommended. The buttons on the mouse provide additional user input, such as pointing and double clicking to open a document.

### 3) TRACK BALL:

Track ball are similar to mice except that the cursor is moved by using one or more fingers to roll across the top of the ball. The track ball does not need the flat space required by a mouse. Track ball have at least two buttons;one for the user to click, and the other to provide the press and hold condition necessary for selecting & dragging operation.

### 4) TOUCHSCREEN:

Touch screens are monitors that usually have a textured coating across the glass face. This coating is sensitive to pressure and register the location of the user's finger when it touches the screen. The touch mate system, which has no coating, actually measures the pitch roll, and yaw rotation of the monitor when pressed by finger, and determine how much force exerted and the location where the force was applied.

### 5) MAGNETIC CARD ENCODERS AND READERS:

Magnetic card setups are useful when you need an interface for a data- base application or multimedia project that tracks users. You need both card encoder and a card reader for this type of interface. The encoder connects to the computer at the serial port and transfer information to magnetic strip of tape on the back of the card.

### 6) FLAT-BED SCANNERS:

A scanner may be the most useful piece of equipment you will use in the course of producing a multimedia project. There are flat bed scanner and handheld scanners. Most commonly available are gray -scale and color flat- bed scanners that provide a resolution of 300 or 600 dots per inch. Professional graphics houses may use even higher resolution unit.

### 7) OPTICAL CHARACTER RECOGNITION (OCR) DEVICES:

OCR software, such as omni page from cacre or perceive from ocron, to convert printed matter to ASCII text files in our computer. We can also convert paper document into a word processing document on our computer without retyping or rekeying. An OCR terminal can be of use to multimedia developer because it recognizes not only printed characters but also handwriting.

### 8) INFRARED REMOTES:

An infrared remote unit lets a user interact with our project while we are freely moving about. Remotes work like mice and trackballs, except they use infrared light to direct the cursor and require no cables to communicate. Remote mice work well for a lecture or other presentation in an auditorium or similar environment, when the speaker needs to move around the room.

#### 9) VOICE RECOGNITION SYSTEM:

Voice recognition system facilitates hands free interaction with your project. These system usually provide a unidirectional cardioid, noise canceling microphone that automatically filters out background noise. Most voice recognition system currently available can trigger common events such as Save, Quit, Open, Print etc. The Macintosh A V and Power Macintosh computer include voice recognition capability and add on sound board such as the Sound blaster or Diamond Sonic Sound and other provide this features for PCs.

#### 10) DIGITAL CAMERA:

Digital Camera use the same technology i.e. CCD as video camera uses. They capture the still images of a given no. of pixels and the images are stored in camera's memory to be uploaded later to a computer. The higher the mega pixel rating, the higher the resolution of camera. Images are uploaded from the camera's memory using a serial, parallel cable.

#### b) OUTPUT HARDWARE: -

Presentation of the audio and the visual components of our multimedia project requires hardware that may or may not be included with the computer itself- speakers, amplifiers, monitor, motion video devices and capable storage devices. There is no greater test of benefit of good output hardware than to feed the audio output of your computer into an external amplifier.

#### 1) AUDIO DEVICES:

All Macintosh are equipped with an internal speaker and a dedicated sound chip and they are capable of audio output without additional hardware and /or software. To take advantage of built in stereo sound, external speakers are required. Digitizing sound on your Macintosh requires an external microphone and sound editing/recording software such as Sound edit 16 from Macromedia, Sound Forge.

#### 2) AMPLIFIERS AND SPEAKERS:

Often the speakers we use during a project development will not be adequate for development of multimedia project. Speakers with built in amplifier are important when our project will be presented to a large audience.

#### 3) MONITORS:

The monitors we need for development of multimedia projects depend on the type of application we are creating. A wide variety of monitors are available for both Macintosh and PCs. High-end, large screen graphics monitors and LCD panels are available for both, and they are expensive. Serious multimedia developers will often attach more than one monitor to their computers, using add-on graphics boards. This is because many authoring system allow us to work with several open windows at a time so we can dedicate one monitor to viewing the work we are creating or designing and can perform various editing tasks in windows on other monitor that do not block the view of work.

#### 4) VIDEO DEVICES:

Message medium has the visual impact of video with a video digitizing board installed in computer, can display a television picture on monitor. Some boards include frame-grabber features for capturing the images and turning it into a color bitmap, which can be saved as a PICT or TIFF file and then used as a part of a graphics or a background project.

#### 5) PROJECTORS:

When we need to show material to more viewers that can huddle around a computer monitor, we will need to project it onto a large screen or even a white painted wall. Cathoda-ray tube projectors, liquid crystal display (LCD) panel attached to an overhead projector, stand alone LCD projectors, and light-valve projectors are available to splash work onto big screen surfaces.

#### 6) PRINTERS:

With the advent of reasonably priced color printers, hard copy output has entered the multimedia scene. From storyboards to presentation to production of collateral marketing material, color printers have become an important part of the multimedia development environment. Color helps clarify concept, improve understanding and retention of information, and organize complex data. Xerox offers both solid ink and laser options.

#### c) COMMUNICATION DEVICES: -

Many multimedia application are developed in workgroups comprising instructional designers, writers, graphics artists, programmers, and musician located in the same office space or building. The workgroup member's computers typically are connected on a local area network (LAN) the client's computers, however, may be thousand miles distant, requiring other methods of good communication.

In the work place use quality equipment and software for your communication setup. The cost in both the time and money of stable and fast networking will be returned to you.

#### 1) MODEMS:

Modems can be connected to your computer externally at the serial port or internally as a separate board. Internal modems often include fax capability. Be sure that the modem is Hayes compatible. Hayes AT standard command set allows us to work with most software communication packages.

Modem speed, measured in baud, is the most important consideration. Because the multimedia files that contain the graphics, audio resources, video samples and progressive version of the project are usually large and in many cases we need to move as much data in short period of time. Compression saves significant transmission time and money, especially over long distance.

#### 2) ISDN:

For higher transmission speed, we will need to use Integrated Service Digital Network (ISDN), switched -56, T1, T3, DSL, ATM etc. ISDN lines are popular because of their fast 128 kbps data transfer rate- four to five times faster than the more common 28.8 kbps analog modem. ISDN lines are important for Internet accessing, Networking and audio and video conferencing. They are more expensive than the convention analog lines, so analyze your costs and benefits

carefully before upgrading to ISDN. Newer and faster Digital Subscriber Line (DSL) technology using copper lines and promoted by the telephone companies may overtake ISDN.

### 3) CABLE MODEM:

Cable modems usually send and receive data symmetrically -they receive more (faster) than they send. In the downstream direction from provider to user, the data is modulated and placed on a common 6 Mhz television carrier, somewhere between 42 MHz & 750 MHz. The upper stream channel, or reverse path, from user to provider is more difficult to engineer because cable is more noisy environment with interference from HAM radio, CB radio, home appliances, loose connections etc.

**5.FLOW CHART (IF REQUIRED) :-** Not Applicable

**6.PROGRAM INPUTS & OUTPUT :-** Not Applicable

**7.OBSERVATIONS :-** Studied the above specified multimedia hardware system successfully and found that all devices worked properly.

## EXPERIMENT NO:-2

1. **OBJECTIVE :-** To study the Multimedia basic software tools.
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Basic software tools.
3. **SOFTWARE REQUIRED :-** Text editing and Word processing tools like word pad, MS word, Adobe Flash, Image editing tools, etc.

### 4. THEORY :-

- a. Text editing and Word processing tools: - A word processor is usually the first software tool computer users learn. From letter invoice and story boards to project content word processors may also be our most often used tool, as we design or build a multimedia project. Word processor such as Microsoft Word and Word Perfect are powerful that includes spell checkers, table formatters, templates for letters, resume purchase orders and other common documents. In many word processor we can actually embed multimedia elements such as sound, images and video etc.
- b. OCR software network: - With optical character recognition (OCR) software, a flat-bed scanner and our computer, we can save many hours of rekeying printed words, and get the job done faster and more accurately than roomful of typists. OCR software turns bitmapped characters into electronically recognizable ASCII text. A scanner is typically used to create the bitmap. Then the software breaks the bitmap into chunks according to whether it contains text or graphics by examining the texture and density of area of the bitmap and by detecting edges. The text areas are then converted into ASCII character using probability and expert system algorithms.
- c. Painting and Drawing tools: - Painting and drawing tools as well as 3D modelers, are perhaps the most important items in your toolkit because of all multimedia elements, the graphical impact of our project will likely have the greatest influence on the end user. Painting software such as Corel draw, free hand is dedicated to producing vector based line art easily printed to paper at high resolution.
- d. 3D modeling and animation tools: - With 3D modeling software, object rendered in perspective appear more realistic. We can create stunning scenes and wander through them by choosing just the right lighting and perspective for our final rendered image. Powerful modeling packages
- e. such as Infini-D, auto desk, strata vision's, secular logo motion, wave front, aids soft images. Important for multimedia developers, many 3D modeling applications also include export features enabling us to save a moving view or journey through our scenes as a quick time or AVI animation file. Each rendered 3D image takes from a few seconds to few hours to complete, depending upon the complexity of the drawing and the number of drawn objects included in it. A good 3D modeling tool should include the following features:
  - i. Ability to drag and drop primitive shapes into a scene.

- i. Lathe and extrude features.
  - ii. Color and texture mapping.
  - iii. Ability to create and sculpt organic objects from scratch with Bezier spline drawing tools.
  - iv. Unlimited cameras with focal length.
- e. Image editing tools: - Image editing applications are specialized and powerful tools for enhancing and retouching existing bit-mapped images. These applications also provide many of the features and tools of painting and drawing programs and can be used to create images from scratch as well as images digitized from scanners, video frame grabbers, digital camera clip art files or original artwork files created with painting or drawing package.
- f. Animation: - Video and digital movie tools : today the most widely used tool for creating multimedia animations for Machintosh and Windows environment is Macromedia director. Animations and digitized video movies are sequences of bit-mapped graphics scene, rapidly played back. Most authoring tools adopt either a frame or object oriented approach to animation, but rarely both. Moviemaking tools typically take advantage of quick time for Machintosh and Windows and Microsoft video for Windows technology and let you create, edit and present digitized motion video segments, usually a small window in your project. To make a

movie from video, you need special hardware to convert the analog video signal into digital data movie making tool such as Premier, videoshop, media studio pro and let you edit and assemble video clips captured from camera, tape and other digitized audio or midi files.

- g. Sound editing tools: - System sounds are shipped with both Machintosh and window system, and they are available as soon as we install the operating system. System sounds and beeps are used to indicate an error, warning or special user activity. Using sound editing software we can make our own sound effects. We need software for editing digital sounds. Although we can usually incorporate MIDI sound files in our multimedia project without learning any special skill, using editing tool to make our own MIDI file requires that we understand the way music is sequenced, stored and published. We need to know about tempos, clips, notations and instruments. And we will need a MIDI synthesizer or device connected to our computer. Many MIDI applications provide both sequencing and notation capabilities, and some let you edit both digital audio and MIDI within the same application.

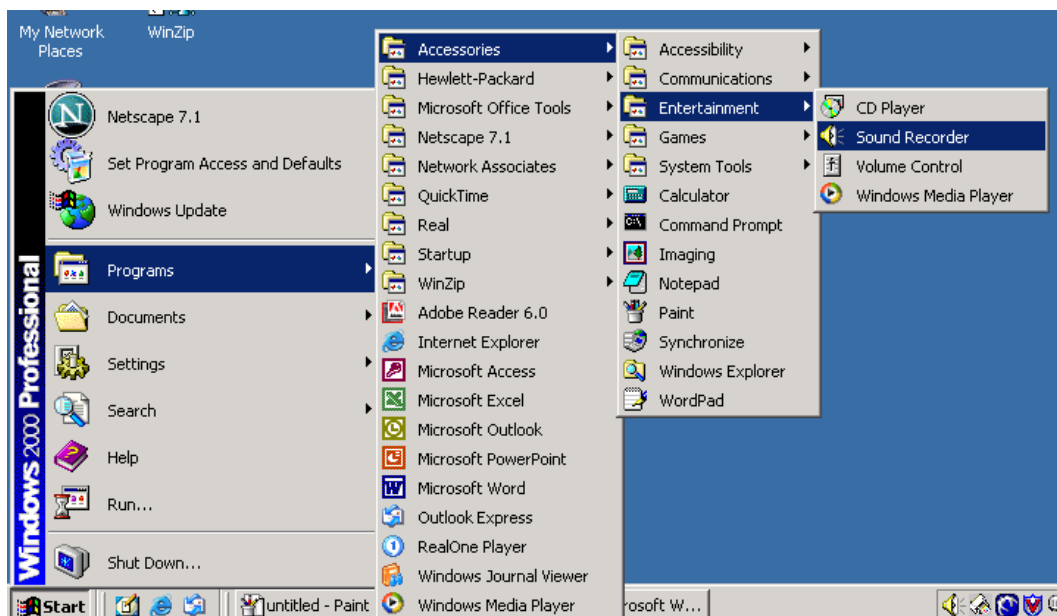
**4. FLOW CHART (IF REQUIRED) :-** NA

**5. PROGRAM INPUTS & OUTPUT :-** NA

**6. OBSERVATIONS :-** Studied the above specified multimedia software tools successfully and found that all software tools worked properly.

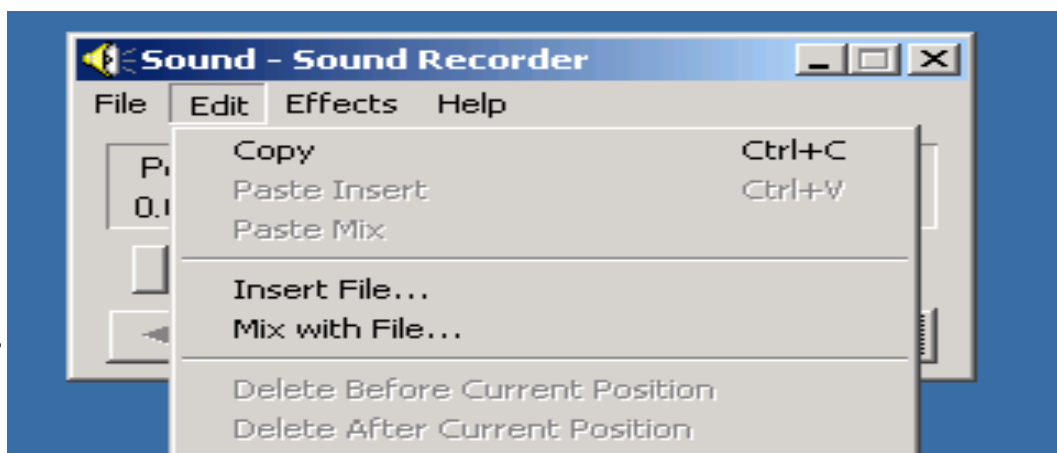
## EXPERIMENT NO:-3

1. **OBJECTIVE :-** Capture Audio from a Microphone (PC)
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Microphone , Windows XP.
3. **SOFTWARE REQUIRED :-** Windows sound Recorder.
4. **THEORY :- Microphone –** allows you to record the sound from a microphone connected to the microphone input of your computer sound card.
5. **FLOW CHART/STEPS (IF REQUIRED) :- Steps:-** 1.) The first step in recording audio resource is to open Sound Recorder. Click on the Start menu, go up to Programs, highlight Accessories, go over to Entertainment, then select Sound Recorder.



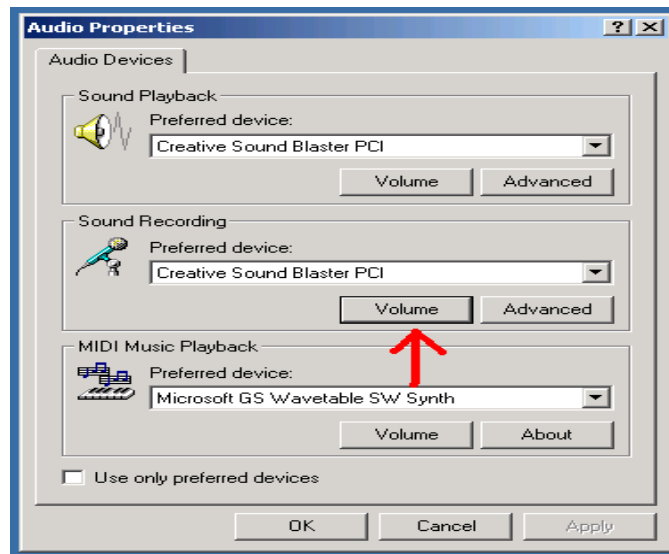
- 2.) After Sound Recorder is open, you will need to check that the settings are correct. The device to select as the source for recording is the Microphone. Start by clicking on Edit then go down to Audio Properties.

Graphics

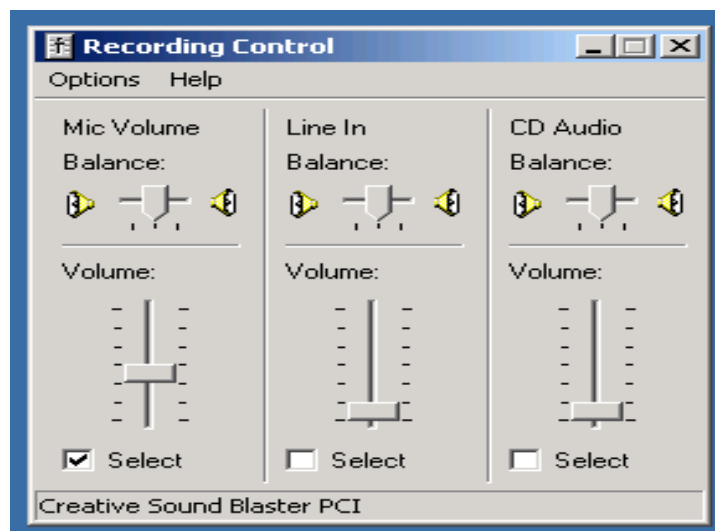




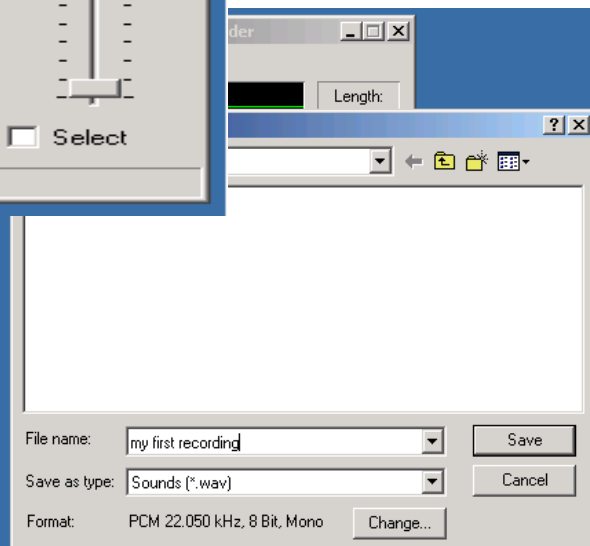
Next, click on Volume under Sound Recording.



3.) As you can see from the diagram below, the Microphone is selected.



4.) Hit Record and begin speaking! When you are finished recording, hit Stop. Click on File then click on "Save As...". Select the location that you



would like to save your sound file under. Type in your desired file name and hit Save.

Note: These sound resources will be saved as .wav files. These offer better quality audio than mp3 files but are much larger. Most videomaking and multimedia software will accept .wav files, but if the files must be converted, it can be done using QuickTime Pro (\$29 at apple.com). There are also Windows shareware programs that convert .wav to mp3

**6. PROGRAM INPUTS & OUTPUT** :-Input to the program is the voice that get recorded into the computer system via Microphone and the is the sound captured that you play after capturing.

**7. OBSERVATIONS** :- After the recording of the sound it is easy to save and play it using the play button on the sound recorder .you can also mix the recorded sound using the Mix with file in the edit menu.

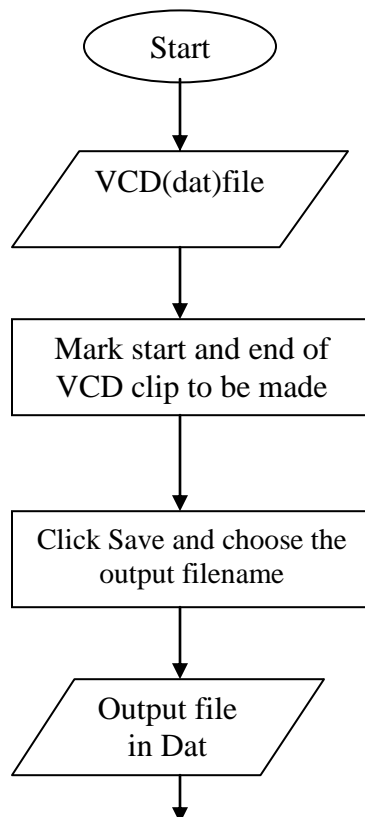
## EXPERIMENT NO:-4

1. **OBJECTIVE :-** To cut clips from any VCD.
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** A VCD or any dat file and Windows Xp.
3. **SOFTWARE REQUIRED :-** VCD Cutter.
4. **THEORY :-** BS Editor: **VCD Cutter** is a very easy to use free **VCD Cutter** which can cut clips from any of your VCD in simple 3 [Steps](#). It maintains the VCD quality so you can enjoy the final clipped video without any quality loss. The new version of **VCD Cutter** download is available now.

### 5. FLOW CHART/STEPS (IF REQUIRED) :-

**Steps:-**To cut clips from your VCD you need to follow simple steps -

- 1. Open the VCD(DAT) file by clicking open.
- 2. Mark start and end of VCD Clip to be made.
- 3. Click Save and choose the output filename.
- 4. Done.



Stop

6. **PROGRAM INPUTS & OUTPUT** :- To make a VCD clip we have to give a .dat file as an input and it will provide the marked area after cutting as a output .dat file.
7. **OBSERVATIONS** :- In the above experiment we see that it cab be easily done with the help of VCD cutter to cut an important clip from a large VCD which are important to someone.

## EXPERIMENT NO:-5

1. **OBJECTIVE :-** To crop a picture using Crop tool.
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Windows xp/  
Windows 7,etc.
3. **SOFTWARE REQUIRED :-** Adobe Photoshop.
4. **THEORY :-** Cropping is one of the most basic editing techniques that can improve your images. Cropping helps to bring out the most important features in your image and focus the viewers' attention on these features. Cropping also allows you to make your image a standard photo size.

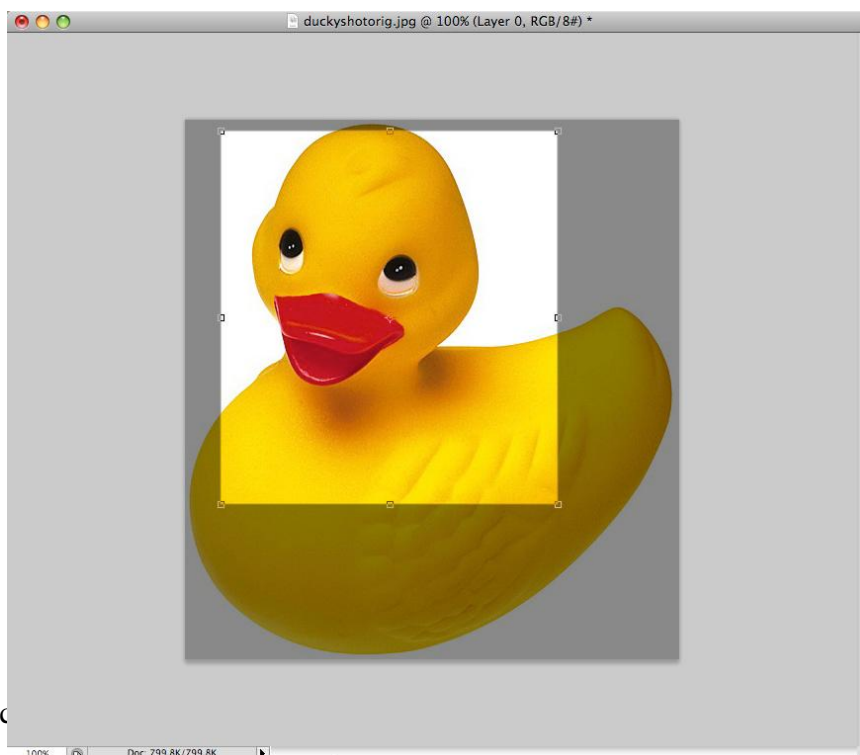
There are several ways to crop images in Adobe Photoshop:

1. Cropping with the Crop Tool
2. Cropping to a specific size
3. Cropping with the Marquee Tool

### FLOW CHART/STEPS (IF REQUIRED) :- Steps:-CROPPING WITH THE CROP TOOL

The Crop Tool allows you to make a precise selection of an image you wish to edit. To crop with the Crop Tool, follow these steps:

1. Open the image you wish to crop (see Getting Started for detailed instructions).
2. Select the Crop Tool from the Toolbox (see Selection Tools for location and description).
3. Click on your image once and drag the mouse out to make a cropping border



4. Resize the border by dragging the squares at the sides and corners till you are satisfied with the way your image looks.

5. Once you are completely satisfied with your cropped image, press ENTER.

5. **PROGRAM INPUTS & OUTPUT** :- Any image/ picture can be used as an input and after cropping the selected area of the picture the Cropped part will be the output.

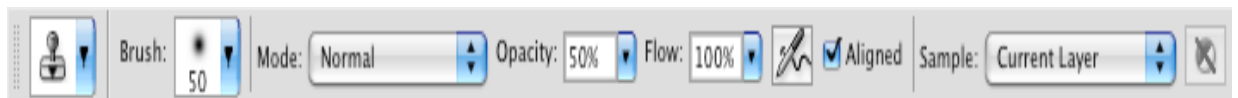
6. **OBSERVATIONS** :- After cropping we see that it is quite a simple task using the crop tool one can easily crop the selected part of any image . It can be very useful if we have to crop our individual picture from a group picture.

## EXPERIMENT NO:-6

1. **OBJECTIVE :- HOT SPOT REMOVAL using Clone Stamp Tool.**
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :- Windows Xp or later versions.**
3. **SOFTWARE REQUIRED :-Adobe Photoshop or any othe image processing tool.**
4. **THEORY :-** Using a flash can also cause another problem -shiny areas on people's faces or the flash reflection in the shiny surfaces.
5. **FLOW CHART /STEPS (IF REQUIRED) :-**

**Steps:-**To correct this problem, follow the steps below:

1. Open the photo you wish to correct.
2. Select the **Clone Stamp Tool** from the **Toolbox**.
3. In the Options bar, change the **Blend Mode** from **Normal** to **Darken** (Figure 1).



**Fig. 1. Setting the options for the Clone Stamp Tool**

4. Set the **Opacity** to 50 percent.
5. Choose a soft-edged brush, set the diameter to 40 or 50.
6. Hold down the **SHIFT** key and click in the clean area (without “hot spots”) to



**Fig. 2. Clone Stamp selection**

7. Paint over the “hot spot”, the light area will gradually darken



### **Fig. 3. Corrected image**

**6. PROGRAM INPUTS & OUTPUT :-** Any image can be input and the output will be the corrected picture.

**7. OBSERVATIONS :-** With the help of Clone stamp tool we can easily remove the hot spots of the images.



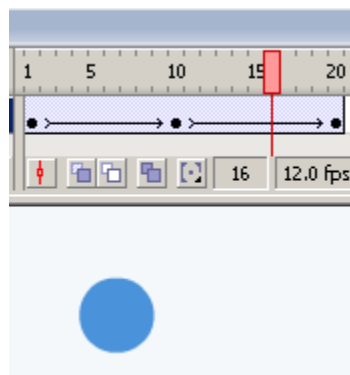
## EXPERIMENT NO:-7

1. **OBJECTIVE :-** To study the working of Macromedia Flash MX.
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Windows Xp or later versions.
3. **SOFTWARE REQUIRED :-** Macromedia Flash MX.
4. **THEORY :-** In Flash animation can be done in four basic ways:
  - 1.Motion Tween
  - 2.Shape Tween
  - 3.Frame-by-Frame Animation
  - 4.Guided Motion Tween
5. **FLOW CHART/STEPS (IF REQUIRED) :- A. Creating Motion Tween in Flash**

### Steps:-

1. Draw a vector using any of the drawing tools in Flash, say a small circle and convert it into a symbol (F8) by selecting the Graphic option and name the symbol say 'ball'.
2. Click the 20th frame in the Timeline and insert a frame (F5).
3. Now right-click the 20th frame in the Timeline and select Create Motion Tween (or Motion option from the Tween panel of the Properties inspector) and insert a Key Frame (F6).
4. Select the 10th frame and insert a Key frame (F6) and move the ball to a different position say, above the current position to create a motion sequence (automatically tweened by Flash).
5. Save your work and test the Movie (Ctrl + Enter). That's it you have created simple animation using Motion Tween.

Fig: Timeline of Motion Tween



**Note:** Use the Color Panel of the Properties inspector to reduce the Alpha value from 100 to 32 for the 1st and last frames to produce Simple Alpha Tweening as shown in the Example.

### ***B. Creating Shape Tween in Flash***

1. You can create Shape Tweened animations using Shape option from the Tween panel of the Properties inspector. Draw a vector using any of the drawing tools in Flash, say a small circle and remove its border.
2. Click the 10th frame in the Timeline and insert a Key Frame (F6). Now draw another shape say a diamond using the rectangle tool without a border.
3. Now right-click on any frame in between these two Key Frames and select Shape option from the Tween panel of the Properties inspector.
4. Save your work and test the Movie (Ctrl + Enter). That's it you have learnt how to create Shape Tween in Flash.

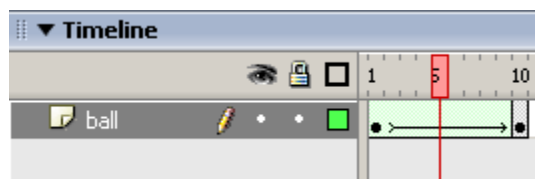


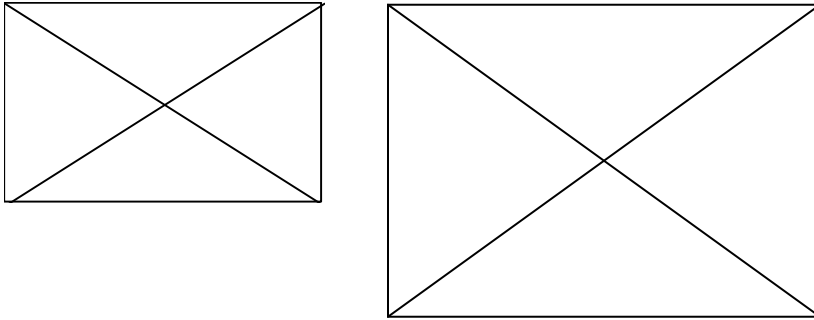
Fig: Timeline of Shape Tween

**Note:** Only vectors can be Shape Tweened (Not for Symbols). Note both the Tweens have different colors along the Timeline as shown above. Make sure that the line is smooth without being broken to ensure correct Tweening.



Fig: Timeline of Broken Tween

### C. Frame-by-Frame Animation

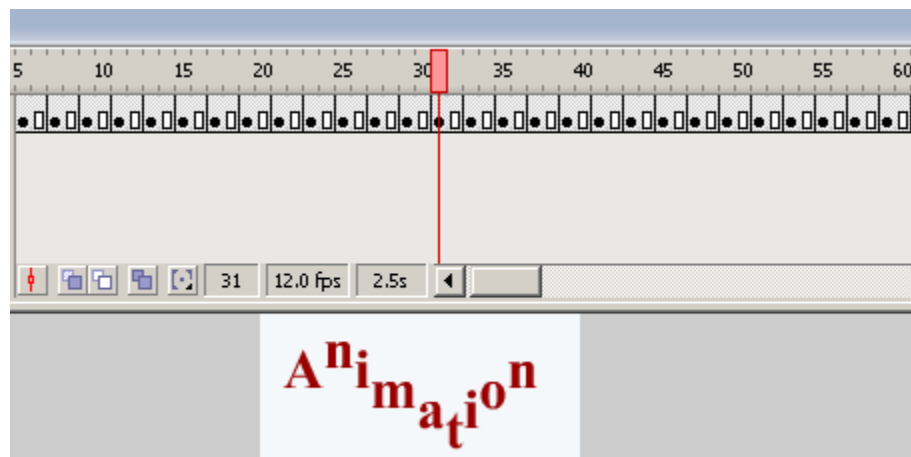


1. Create a vector/plain text using any of the drawing tools in Flash, say a text with 'Animation' typed as shown in the example and break it using Break Apart (Ctrl + B) to separate the alphabets as shown below:

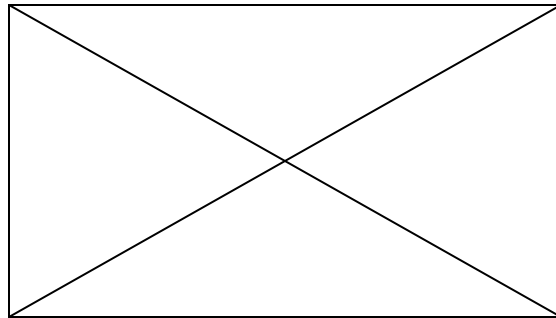


Fig: Showing Text after Break Apart

2. In Frame-by-Frame animation we create the object for each frame so as to produce an animation sequence.
3. Insert Keyframe (F6) and move the alphabets so as to produce an animation sequence.
4. Repeat the above step as far as desired to create Frame-by-Frame animation as shown in the example.
5. Save your work and test the Movie (Ctrl + Enter). That's it you have created an animation using Frame-by-Frame animation.



### C. Creating a Guided Motion Tween in Flash



1. Create a vector/plain text using any of the drawing tools in Flash, say a text with 'Flash' typed and break it using Break Apart (Ctrl + B) as done in the previous example and put each alphabet in different layers and name the layers as shown in the picture below.
2. Insert a guide layer by right-clicking the topmost layer and select 'Add Guide Layer' (Insert-->Timeline-->Motion Guide), draw any path using the pencil tool in the guide layer as shown in the example.
3. Now create Motion tween by selecting the object in the 1st frame and snapping its registration point to one end of the path.
4. Snap the object in the last frame to the other end of the path in the guide layer.
5. Repeat the same for all the objects (alphabets) by snapping their registration points to the path in the guide layer.
6. Save your work and test the Movie (Ctrl + Enter). That's it you have learnt how to create motion along a guided path.

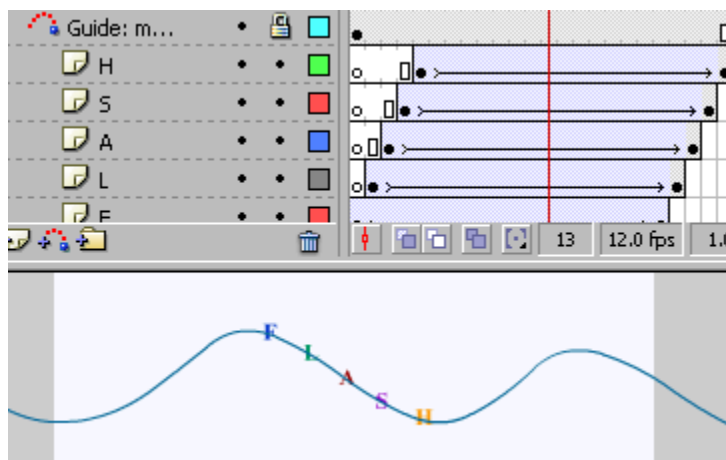


Fig: Timeline of Guided Motion Tween

5. **PROGRAM INPUTS & OUTPUT** :- Input to the layer will be object which we want to get animated or move and the output will be the moving or animated object.
6. **OBSERVATIONS** :- From the above experiment we can easily make animated pictures or show any pictures to be moving or changing their shapes using various tweens.

## EXPERIMENT NO:-8

1. **OBJECTIVE :-** Program for tossing up a coin.
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Windows xp/DOS etc.
3. **SOFTWARE REQUIRED :-** Turbo C++.
4. **THEORY :-** Program for tossing up of a coin is basically done by using the graphics functions of C++. Using the various graphics function we can easily make any shapes using various dimension.
5. **FLOW CHART /STEPS/ SOURCE CODE(IF REQUIRED) :-**

### ALGORITHM:-

1. START
2. DETECT THE GRAPHS AND ALSO INITIALIZE THE GRAPHICS.
3. DRAW THE ELLIPSE AND WRITE TWO VALUES IN IT HEAD AND TAIL
4. FILL THE COLOR IN ELLIPSE
5. IF VALUE IN COIN MATCH THE PLAYER VALUE PLAYER WILL WON
6. STOP.

### SOURCE CODE :-

```
#include<conio.h>

#include<process.h>

#include<graphics.h>

#include<dos.h>

#include<math.h>

#include<stdlib.h>

#include<ctype.h>

#include<stdio.h>
```

```

#include<time.h>

void main()

{

    int gdriver = DETECT, gmode, errorcode;

    int y2=240,y1=40;

    int k;

    int flag=0;

    int flag1=0;

    char ch;

    int f;

    initgraph(&gdriver, &gmode, "c:\\tc\\bgi");

    setfillstyle(1,7);

    setcolor(7);

    fillellipse (320,y2,40,y1);

    while(y2<320)

    {

        while(kbhit())

        ch=getch();

        setcolor(0);

        cleardevice();

        setbkcolor(0);

        fillellipse(320,y2,40,y1);

        if (ch==' ')

            exit(0);

```

```
if (y1==0)
flag1=1;
if (y1==40)
flag1=0;
if (flag1==0)
y1-=5;
if (flag1==1)
y1+=5;
if (y2==100)
flag=1;
if(y2==300)
flag=2;
if(flag==0)
y2--;
if(flag==1)
y2++;
if(flag==2)
goto again;
setcolor(7);
fillellipse(320,y2,40,y1);
delay(5);
}
again:
setcolor(0);
```



```

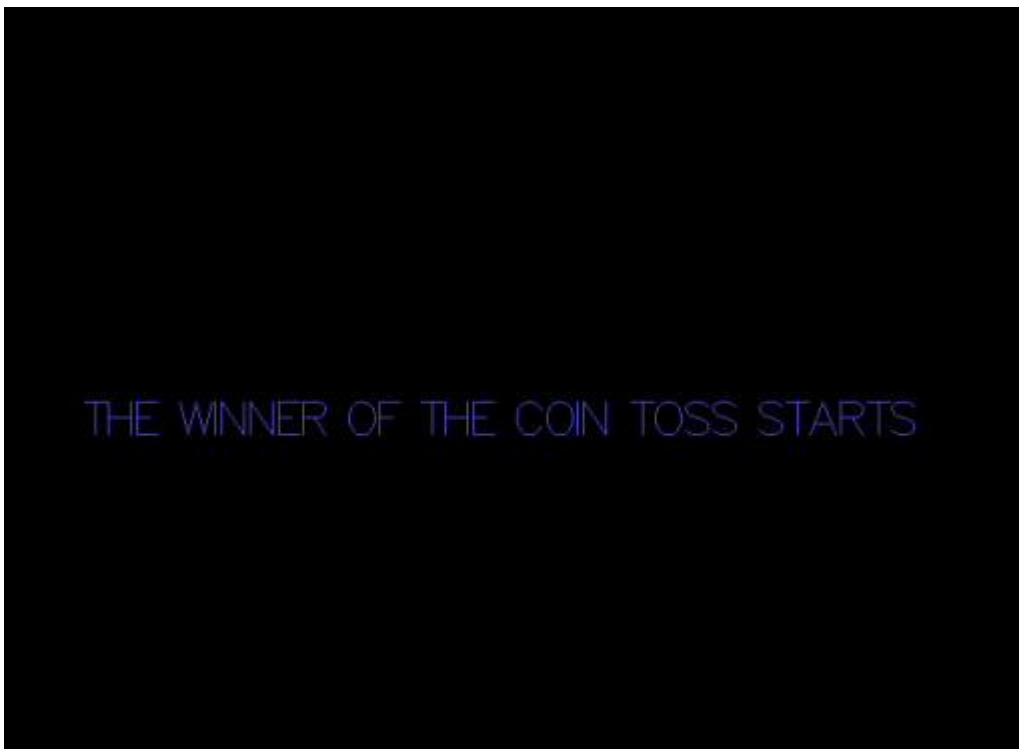
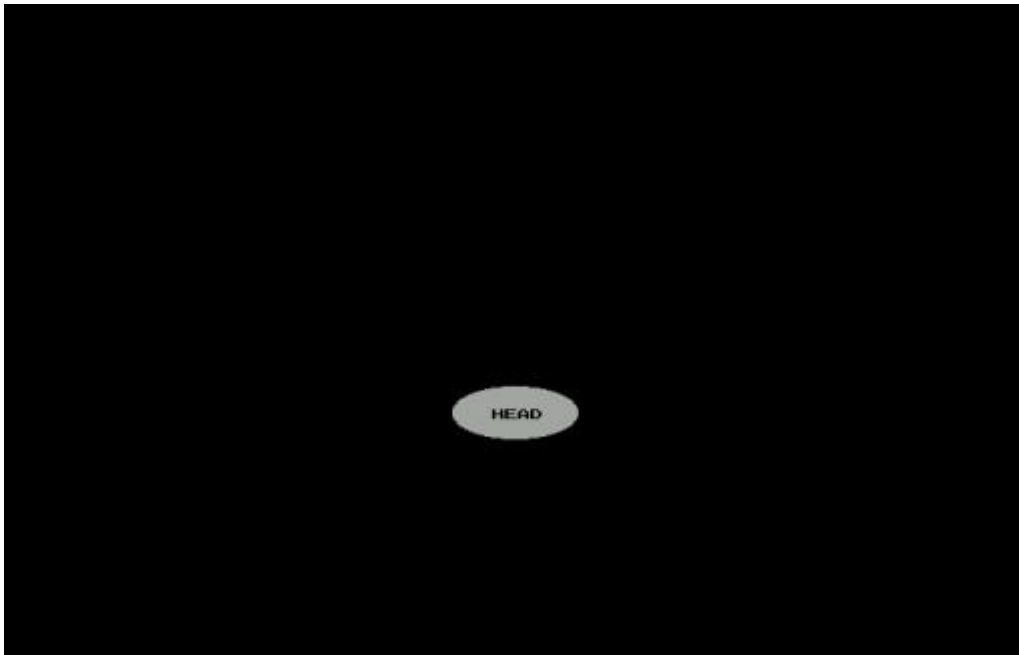
randomize();
k=random(1000);
if (k<=500)
outtextxy(306,298,"HEAD");
else
outtextxy(306,298,"TAIL");
getch();
cleardevice();
for (f=0;f<100;f++)
{
delay(100);
setcolor(f);
settextstyle(6,0,4);
outtextxy(50,240,"THE WINNER OF THE COIN TOSS STARTS");
if (kbhit())
break;
}
getch();
}

```

6. **PROGRAM INPUTS & OUTPUT** :- Input to the program is the set of dimension to make ellipse and draw a coin used for tossing and the output will look like this given below:

**TOSSING A COIN:-**

**OUTPUT**



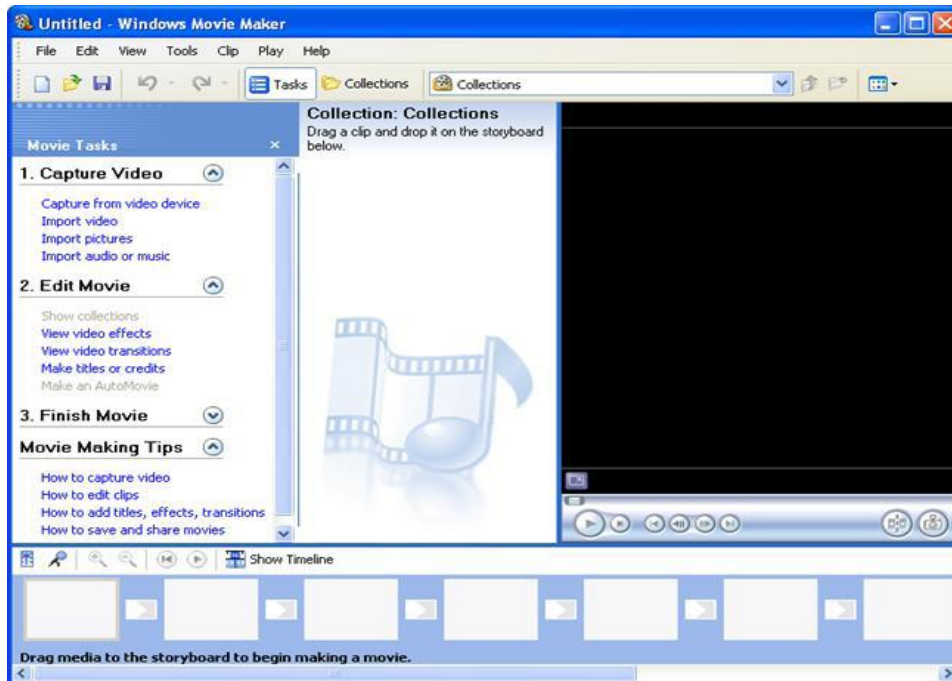
7. **OBSERVATIONS** :- Using various graphics function we can create or make various application such as hotel management , car racing and othe applications.

## EXPERIMENT NO:-9

1. **OBJECTIVE :-** To study the basic features of Windows XP movie Maker.
2. **HARDWARE & SYSTEM SOFTWARE REQUIRED :-** Windows xp or later versions.
3. **SOFTWARE REQUIRED :-** Windows Xp movie Maker.

**THEORY :-** Windows Movie Maker is video editing software that allows you to work with your own videos and/or your collection. It can be videos that you have already recorded with your recording camera or a project that you are going to be recording, and then, uploading to your computer. Working with your collection means working with pictures, videos, and sound files that you have already saved in your computer.

2 When you start the program, you will be interacting with a screen like this:

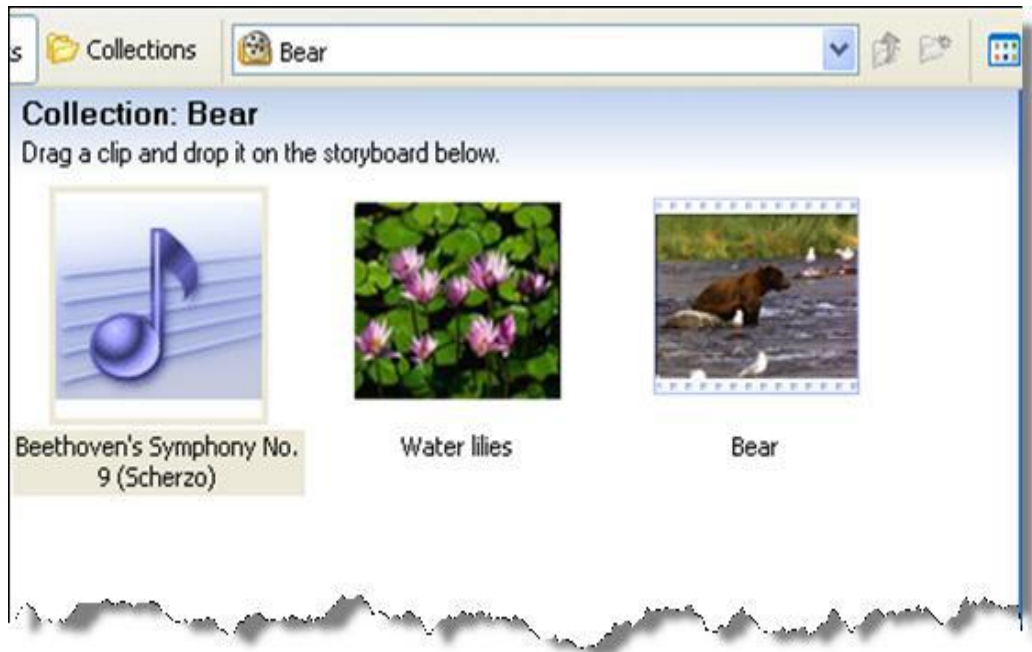


On the left, you can see three of the main **tasks** you are going to be using: Capture Video, Edit Movie and Finish Movie. We'll be working more with the first two, since the option to Finish Movie is the last thing we do when our video is done.

The center of the screen will hold any objects that we add to our collection or import from the camera. It will also show the **transitions** and **effects** available to the user. The right side of the screen will be used to preview any existing video added to the project or our project added to the storyboard.

The bottom of the screen called the **Storyboard**, will be use to drag and drop any media that will be added to the project. 3

Here's a collection showing a sound file, a picture, and a video:



As you can notice, the first object is an audio object called *Beethoven's Symphony....* Its icon represents a music sign.

The second object is just a picture named *Water lilies*.

The third object is a video object that can be identified by the "film" looking picture, its name is *Bear*. 4

## **Importing Media**

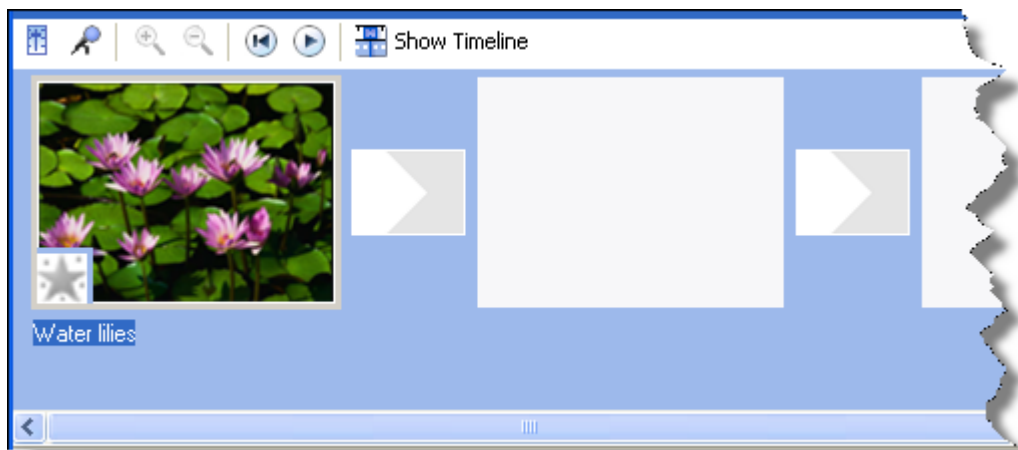
Pictures, videos, music or any type of audio can be defined as **media**.

When clicking on Videos, Pictures, Audio or Music options under the task “Import”, you will be directed to the specific media folder selected and we’ll be able to import those objects saved in the folder.

If you are importing videos that are saved on your camera, then you will have to connect the camera to the computer first, and then click under “Import” on *From digital video camera* to import to the project.

### Adding Media to the Project

When you are ready to add media to the project, you select the media you want to add and drag it to the Storyboard's empty spaces. You can add multiple media objects and you can always change the position by drag and drop. The video lake has been added to the Storyboard. This is how it looks like:



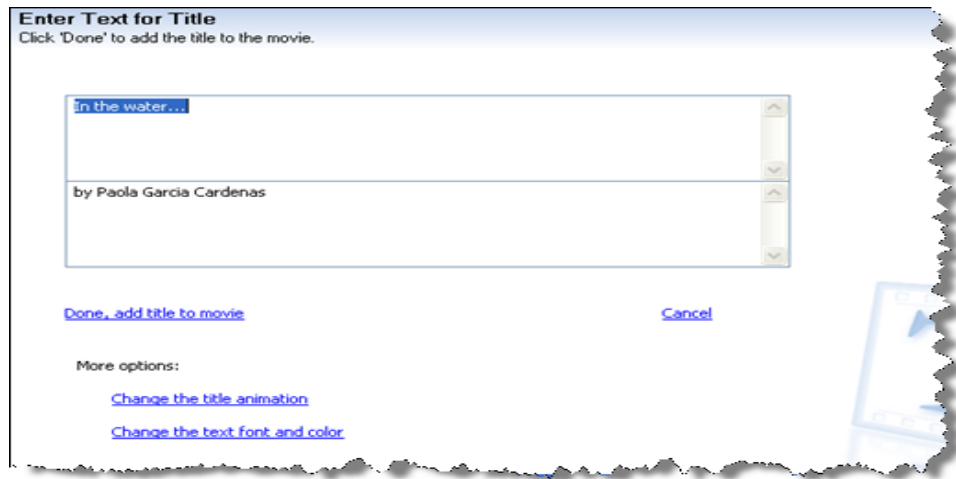
**Editing the Project** One of the best ways to edit the project is while you are adding media. You can also edit the project after all the media it's been added, but just take into consideration that the changes made could affect the other media objects.

**Adding Titles** To add a title to a picture or video, select the media object located in the Storyboard and then click on *Titles and credits* under the "Edit" task. (I have added the picture *Forest* as the first object and this is the object I used for the example). You'll see the following screen: 5



In this case, the option *Add title on the selected clip on the storyboard* will be the one to choose. You can choose any of the four options at any time by clicking on *Titles and credits*.

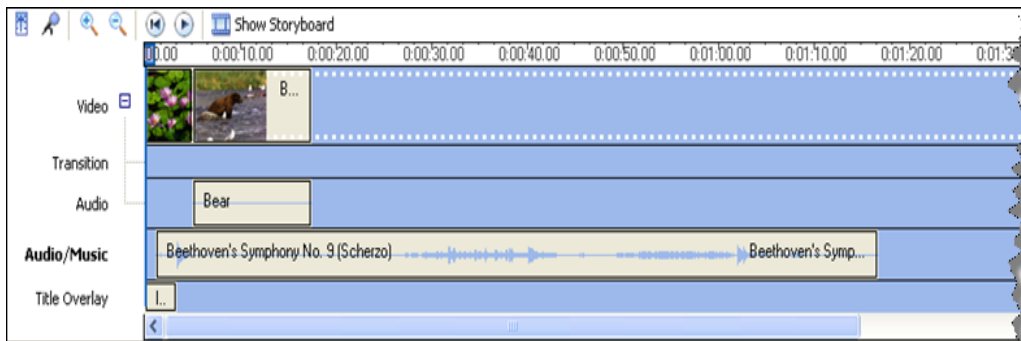
After clicking *title on the selected clip*, you have to enter the text for the title:



Then you click on *Done, add title to movie*, and the title will be added to the media object. While you write the text, you will be able to preview how it looks on your media object by looking at the screen on the right side. It automatically plays as you add it.

## Adding Audio

To add Music or Audio to the project, you will have to change the view from Storyboard to Timeline. If you click on the Audio file *Beethoven's Symphony...* and drag it while the Storyboard is open, the computer automatically changes the view to Timeline. Here's how it looks:

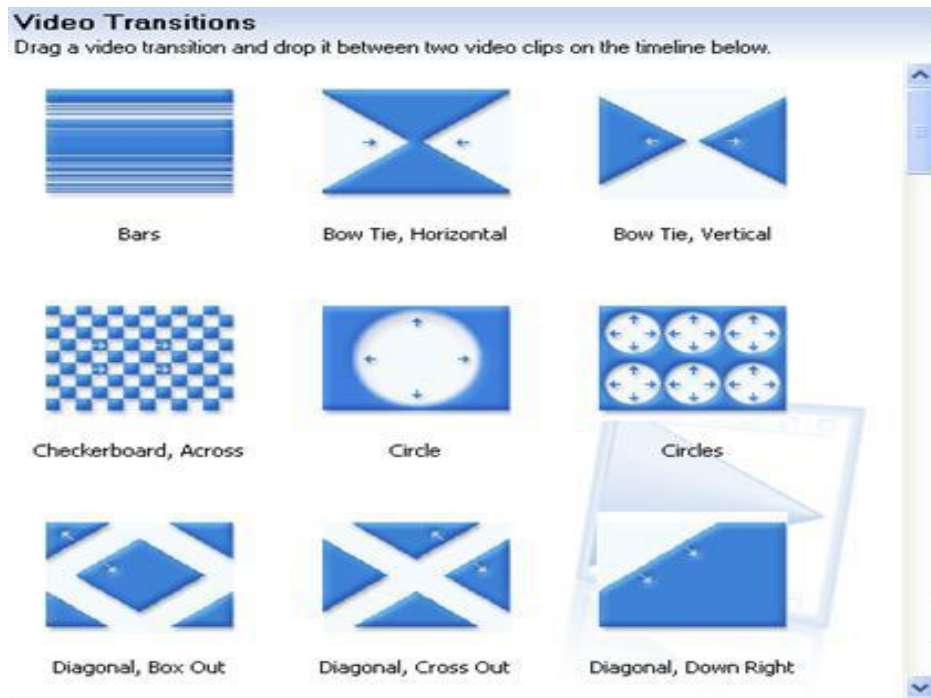


As you can see, this view shows the time and each object and title added. We have added four objects so far. 6

## Adding Transitions

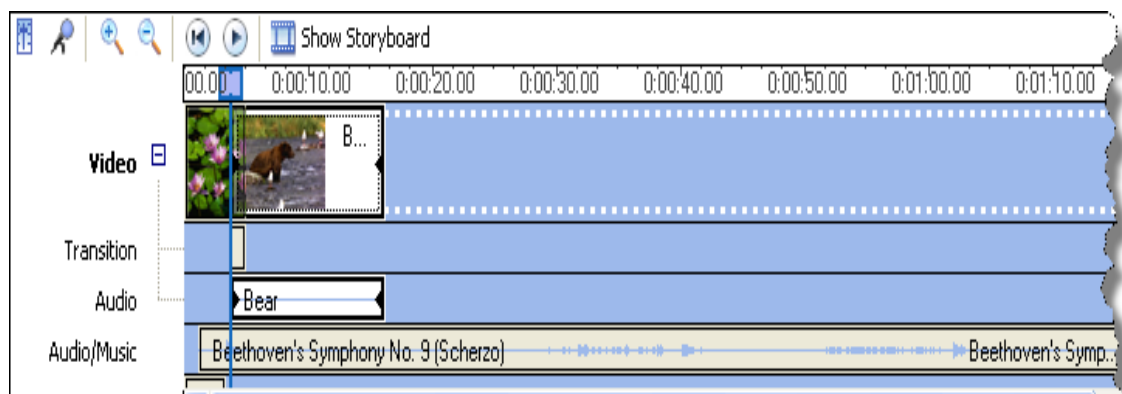
Transitions are used to change from different media objects if required.

To add a transition, click on *View video transitions* under the “Edit” task. You will see all the transitions available instead of the “Imported Media”:



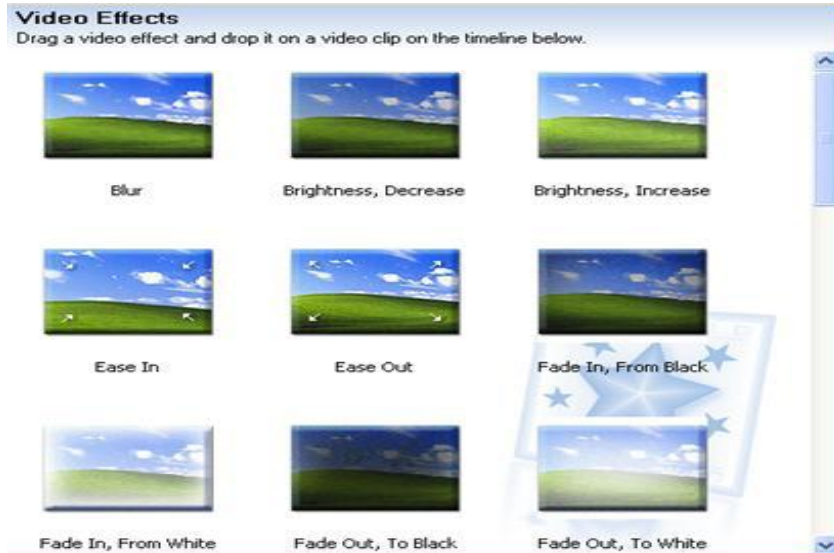
You can add transitions by selecting the one of your preference and dragging in to the place where you want it, on the Timeline. I have added *Diagonal, Box Out* between the picture *Water lilies* and the *Bear* video.

As you may notice, the Timeline has slightly changed. The chosen transition is now in the Transition row. 7



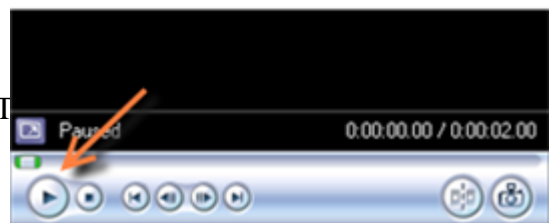


**Adding Effects** Effects, as the name implies, are added to the media to give it a little more excitement to the project. It makes it more professional and gives it style. To add an effect, click on *View video effects* under the “Edit” task. You will see all the effects available:

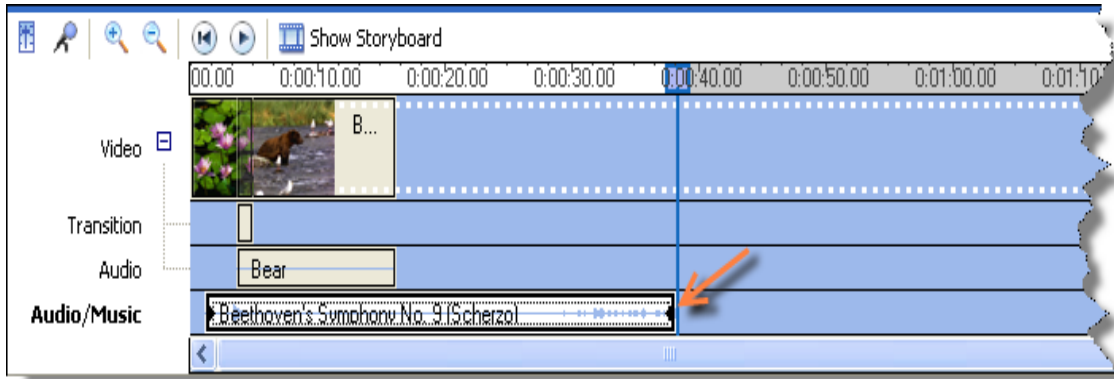


You can add effects by selecting the one of your preference and dragging to the media object on which you want the effect, on the Timeline. I have added *Fade in, From White* on the picture *Water lilies*. This has added a moving effect to a previously static picture.

You cannot see the effect as you can see the Transitions, but you can preview the project by playing it on the preview screen to see how this effect has taken place. You can also right click on the picture to which you added the effect, then click on *Video effects...* to see the effects that the picture has. 8

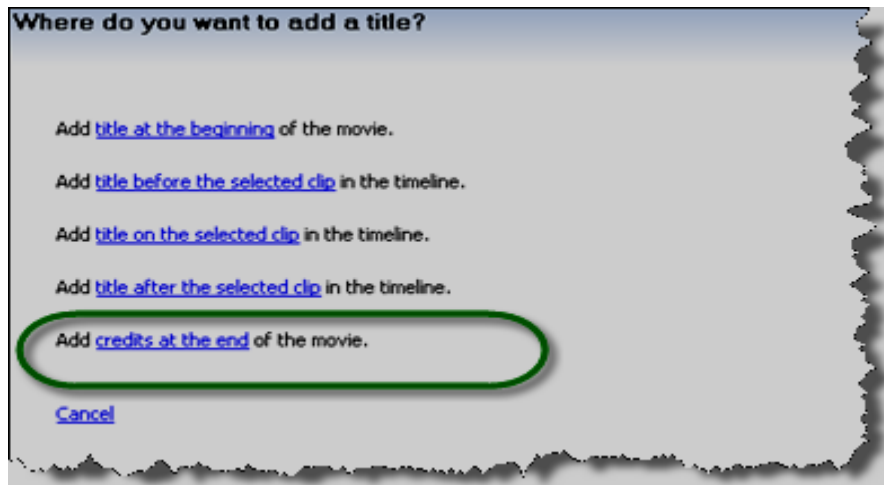


**Trimming** You can trim any object that is in the Timeline. In this case, I have trimmed the music, since it was longer than the actual project, to make it fit. You can trim objects by selecting either side, right or left and dragging inwards. I have selected the right side of the song *Beethoven's Symphony...* and dragged it all the way to where I want my project to end. I left a space for the credits to be played while the music is playing.



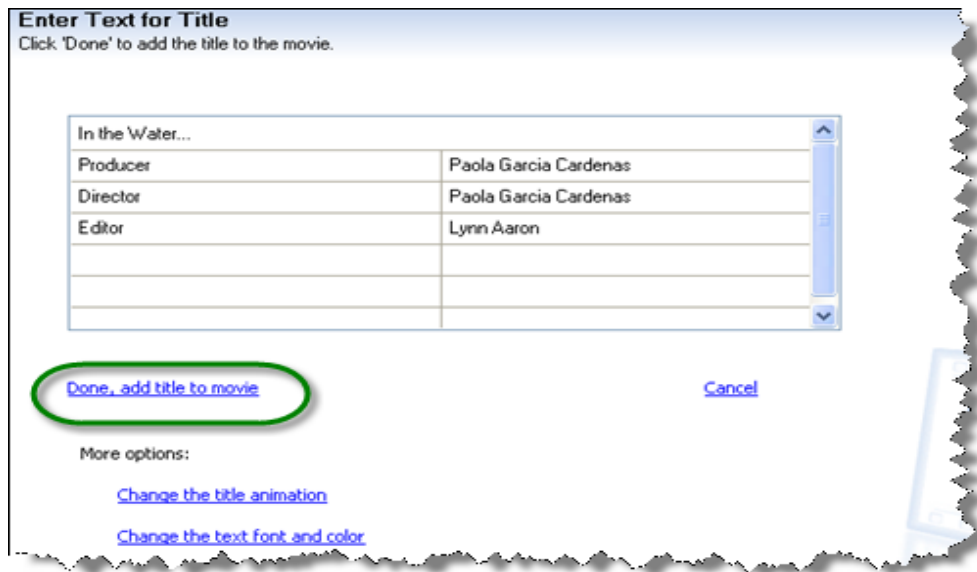
### Credits

Why not get a little fancy and make your movie look like those from Hollywood? You can add credits at the end of your project. To add credits, click on the option *Make titles or credits* under the “Edit Movie” task.



By clicking on *Add credits at the end of the movie*, you will be able to enter the credits. 9

After adding the text, simply click on *Done, add title to the movie*, and it's done.



Before publishing your movie, you can preview it as many times as you want by clicking the play button on the bottom of the preview pane on the right side.

### Finishing your movie

Under **tasks**, you will find the option “Finish Movie” with different ways to save your movie. If you are planning on saving it to a CD, make sure you insert a blank CD before and then follow the on-screen directions.

#### 4. FLOW CHART (IF REQUIRED) :- NA

**5. PROGRAM INPUTS & OUTPUT** :- Input To the program is just the images and videos from which movie can be made and output will be the combination of videos and images in an integrated way.

**6. OBSERVATIONS** :- With the use of Widows Xp movie maker we can make movie adding image and videos and aslso add different song to it in the middle of the movie that makes it very interesting.