LESSON PLAN

Name of the Discipline : **Poonam Sharma**
Computer Science
Semester : **4th**
Subject : **Computer Graphics**
Lesson Plan Duration : **10 weeks**

Work load (Lecture/Practical) per week : 3 lectures

Week	Lecture day	Theory		Practical	
		Topic	Practical day	Topic	
1st	1	**Basics of Computer Graphics:o Introduction**			
	2	What is computer graphics?Area of computer graphics.			
	3	1.Design and Drawing 2 Animation			
2nd	4				
	5	3.Multimedia Application 4.Simulation			
	6	How are pictures stored and display			
3rd	7	**Graphics Devices**			
	8	Introduction:Cathode Ray Tube			
	9	Quality of phosphorous,CRT's for Colour Display			
4th	10	Beam penetration CRT			
	11	Direct View Storage Tube			
	12	**Input and output devices :Mouse,Joystick,Tracker Ball,The light pen**			
5th	13	Printer,Scanner,Three Dimension Devices			
	14	**Introduction to the Graphics and C:Introduction Graphics terms**			
	15	Pixel,Resolution,Coordinate System,Graph mode			
6th	16	C' Graphics Functions:initgraph();,setbkcolor();,rectangle();,settextstyle();,putimage();,malloc();floodfill();,closegraph();			
	17	**Simple line drawing methods:**Block introduction,point plotting techniques			
	18	Qualities of Good Line Drawing Algorithms,Digital Diffrential Analyzer			
7th	19	Two Dimenstional Transformation			
	20	Introduction:What is transformation?			
	21	Matrix representation of points			
8th	22	The basic Transformation ,The basic Transformation			
	23	Translation ,Scaling, Rotation			
	24	Cathode Ray Tube,Quality of phosphorous,CRT's for Colour Display,Beam penetration CRT,Direct View Storage Tube			
9th	25	TEST UNIT 1 AND 2			
	26	Input and output devices :Mouse,Joystick,Tracker Ball,The light pen,Introduction to the Graphics and C:Introduction Graphics terms			
	27	TEST UNIT 3 AND 4			
10th	28	What is transformation?,Matrix representation of points,Translation ,Scaling, Rotation			
	29	TEST UNIT 5 AND 6			
	30	**Simple line drawing methods:**Block introduction,point plotting techniques,Beam penetration method			