

Introduction to Computer

Lecture # 20

Computer Graphics

Topics

- **Computer Graphics**
- **Applications of Computer Graphic**
- **Uses of Computer Graphics**
- **Source Code and Object Code**

Computer Graphics

- Introduction :-

Computer Graphics involves display ,manipulation and storage of pictures and experimental data for proper visualization by using a computer .

Typically a graphics system comprises of a host computer with support of fast processor ,large memory .frame buffer and display devices

- Examples

- 1) Color monitor
- 2) Input devices like mouse, keyboard etc.
- 3) Output devices like monitor and LCD etc.
- 4) Interfacing devices etc.

These are some of the basic requirements necessary to build a computer graphics system.

Uses of Computer Graphics

- **Computer Graphics techniques are also used in making**
 1. **Motion** pictures
 2. Music videos
 3. Television shows etc...

- Applications of **Computer Graphic**

- 1) Computer aided design(CAD)
- 2) Graphical user interface(GUI)
- 3) Computer art
- 4) Presentation Graphics
- 5) Education
- 6) Training

7) Image processing.

Source Code:-

A program is written in high level language is called Source Code or Source program .

Object Code

A program is written in machine language is called Object Code or Object program .

Best of luck

Course Instructor

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