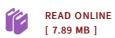




Computer Graphics: Algorithms and Implementations

By D.P. Mukherjee, Debasis Jana

PHI Learning, 2010. Softcover. Book Condition: New. First edition. Intended as a textbook on graphics at undergraduate and postgraduate level, the primary objective of the book is to seamlessly integrate the theory of Computer Graphics with its implementation. The theory and implementation aspects are designed concisely to suit a semester-long course. Students of BE/BTech level of Computer Science, Information Technology and related disciplines will not only learn the basic theoretical concepts on Graphics, but also learn the modifications necessary in order to implement them in the discrete space of the computer screen. Practising engineers will find this book helpful as the C program implementations available in this book could be used as kernel to build a graphics system. This book is also suitable for the students of M.Sc. (Computer Science) and Computer Applications (BCA/MCA). To suit the present day need, the C implementations are done for Windows operating system exposing students to important concepts of message-driven programming. For wider acceptability, Dev C++ (an open source integrated windows program development environment) versions of the implementations of graphics programs are also included in the companion CD-ROM. This book introduces the students to Windows programming and explains the building blocks for the implementation...



Reviews

The publication is easy in read safer to comprehend. It is actually rally intriguing throgh studying time. I am easily will get a delight of looking at a created publication.

-- Claud Feest

I just started off reading this article publication. This really is for all who statte there had not been a really worth looking at. You will not feel monotony at anytime of your own time (that's what catalogs are for about should you ask me).

-- Prof. Jeremie Kozey