

**DEPARTMENT OF COMPUTER SCIENCE**

**COMPUTER GRAPHICS  
LAB REPORT**

**SUBMITTED BY:**

{name}

{roll}

3rd Semester - Section {section}

**SUBMITTED TO:**

Department of Computer Science

St. Xavier’s College

Maitighar, Kathmandu

ST. XAVIER’S COLLEGE

MAITIGHAR, KATHMANDU

COMPUTER GRAPHICS   
PRACTICAL INDEX SHEET

**B.Sc. CSIT 3rd Semester**

T.U. Regd. No.:………………………………… Class Roll No.:.…...................

Name of Student:……………………………….. Year/Sem.:...............………...

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S.No.** | **Title of the Experiment** | **Final Submission Date** | **Signature** | **Remarks** |
| 1 | TO DRAW A 2D LINE USING DDA ALGORITHM |  |  |  |
| 2 | TO DRAW A LINE USING BRESENHAM’S ALGORITHM |  |  |  |
| 3 | TO DRAW A CIRCLE USING MID-POINT FORMULA |  |  |  |
| 4 | TO DRAW AN ELLIPSE USING MID-POINT FORMULA |  |  |  |
| 5 | TO ROTATE A TRIANGLE ABOUT ORIGIN |  |  |  |
| 6 | TO SCALE A TRIANGLE |  |  |  |
| 7 | TO TRANSLATE A TRIANGLE |  |  |  |
| 8 | TO REFLECT A TRIANGLE |  |  |  |
| 9 | TO ROTATE A 3D OBJECT |  |  |  |
| 10 | TO SCALE A 3D OBJECT |  |  |  |
| 11 | TO TRANSLATE A 3D OBJECT |  |  |  |
| 12 | TO DRAW A LINE USING OPENGL |  |  |  |
| 13 | TO DRAW A TRIANGLE USING OPENGL |  |  |  |
| 14 | TO DRAW A SQUARE USING OPENGL |  |  |  |