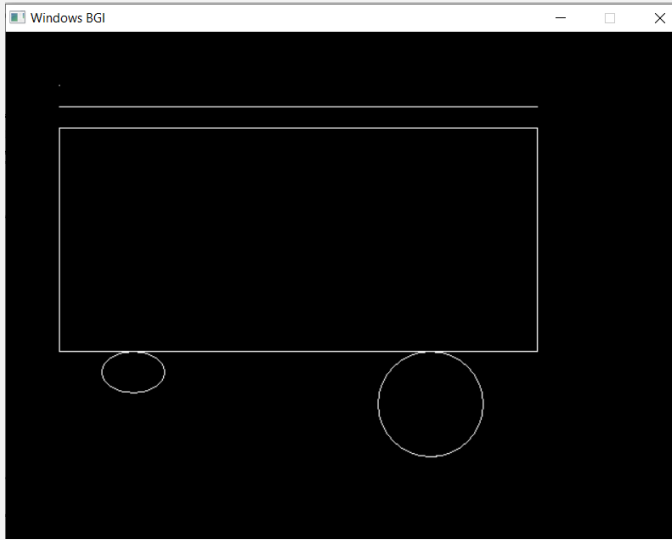
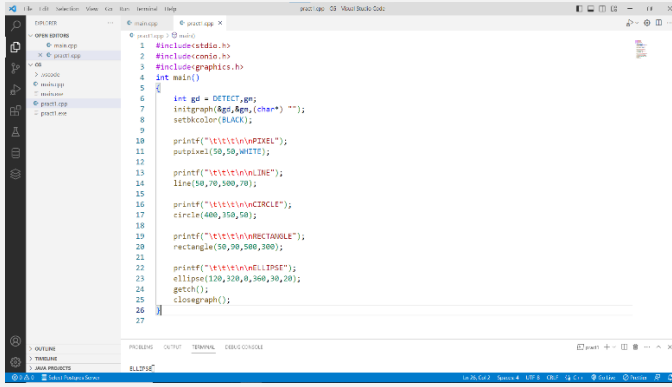
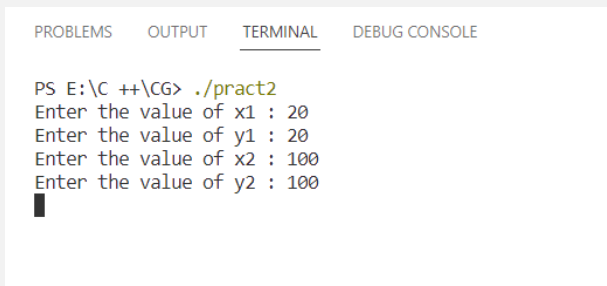
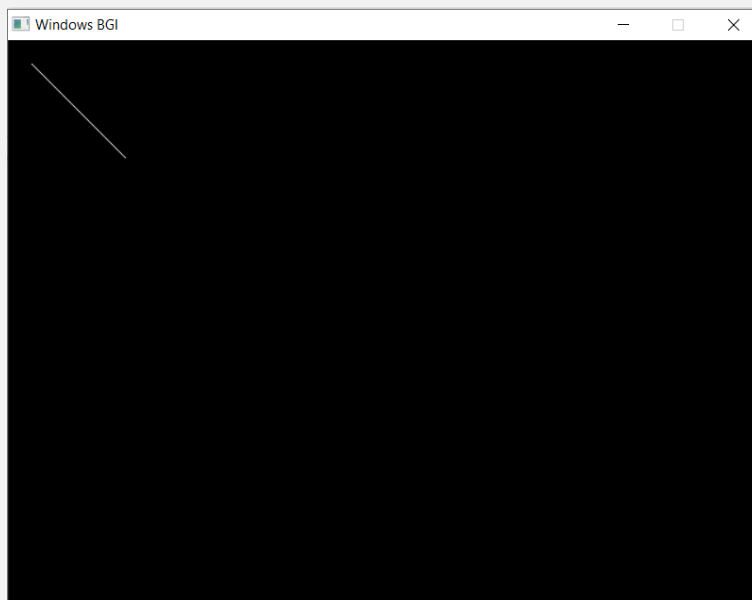


1



2

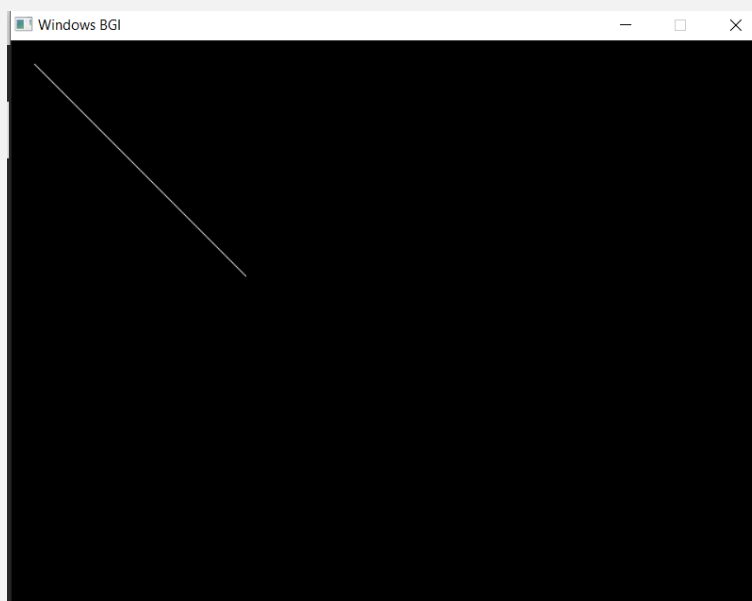




2.2

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

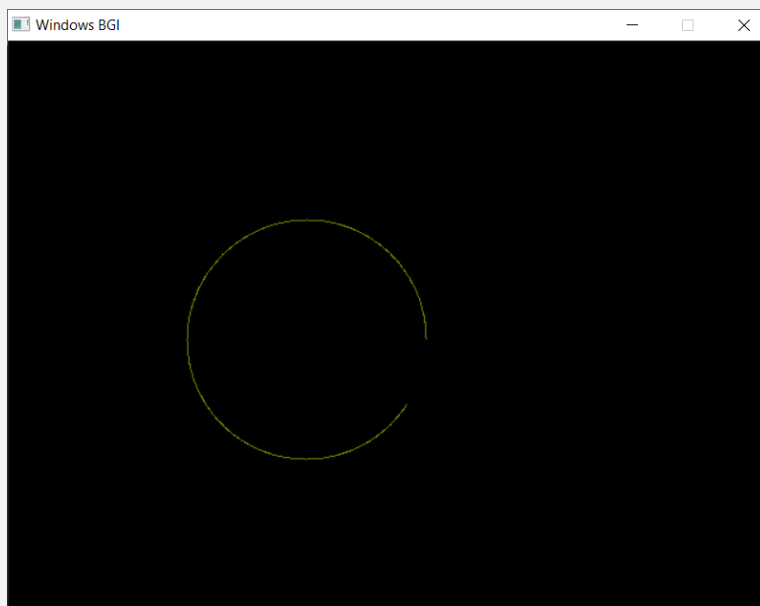
PS E:\C ++\CG> ./pract2.2
Enter the value of x1 : 20
Enter the value of y1 : 20
Enter the value of x2 : 200
Enter the value of y2 : 200
█
```



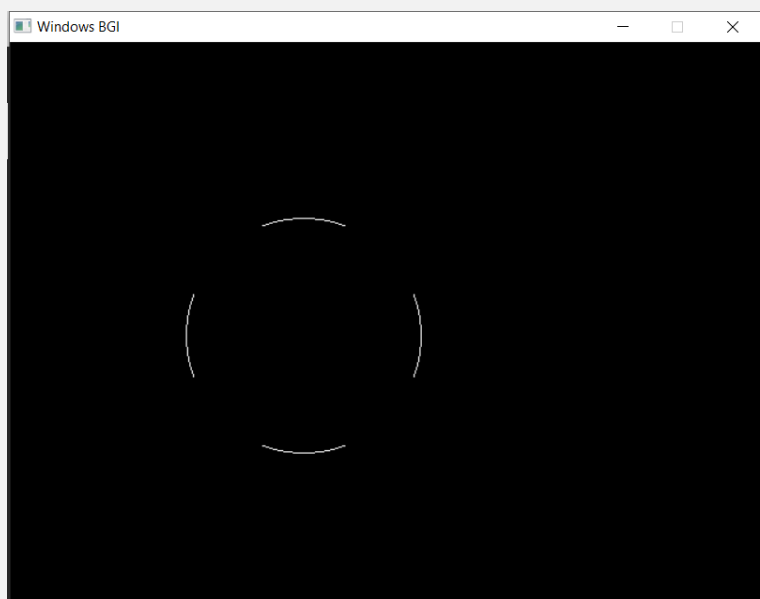
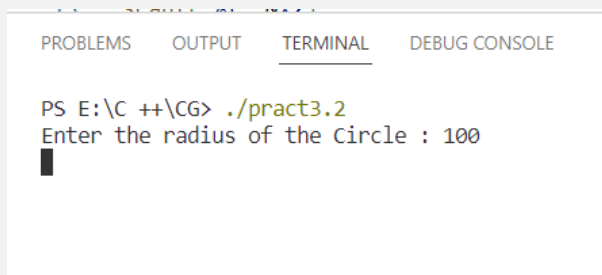
3

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

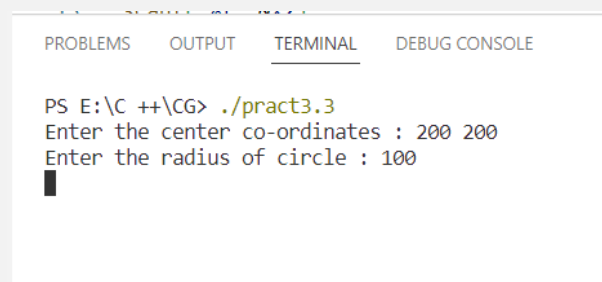
PS E:\C ++\CG> ./pract3
Enter the Radius of the Circle : 100
█
```

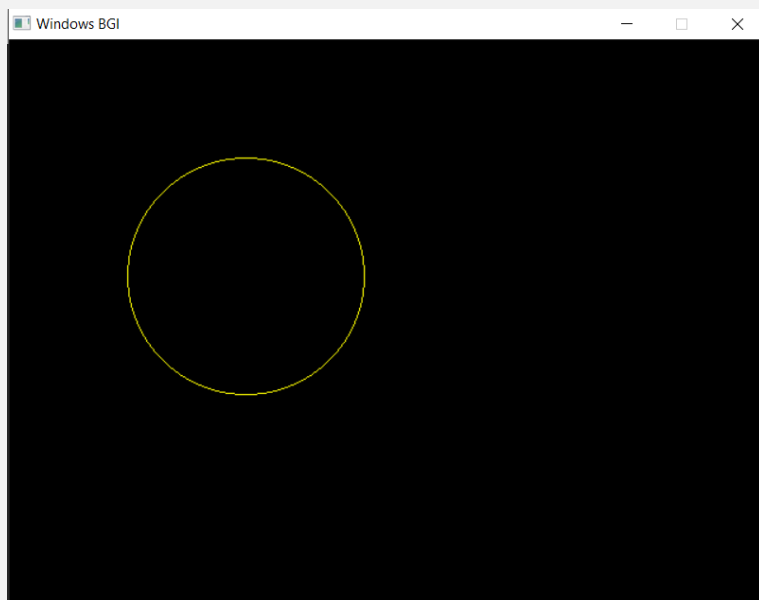


3.2



3.3

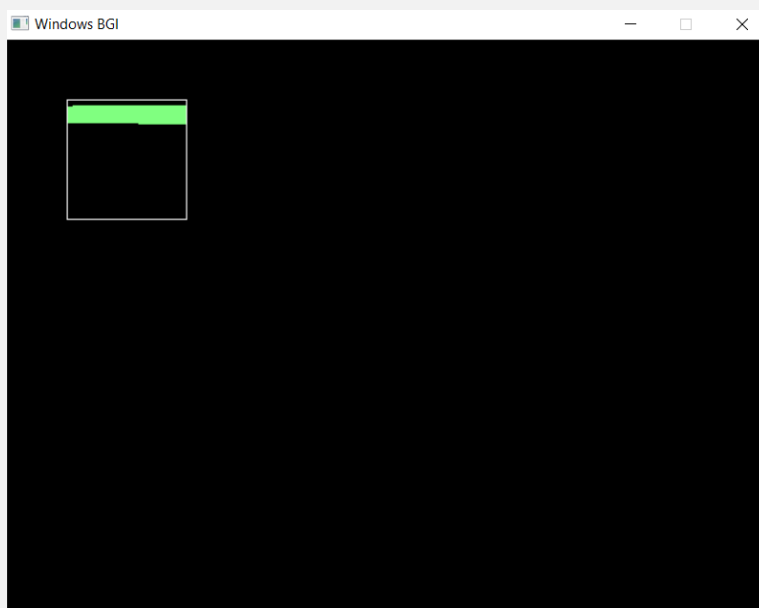




4

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

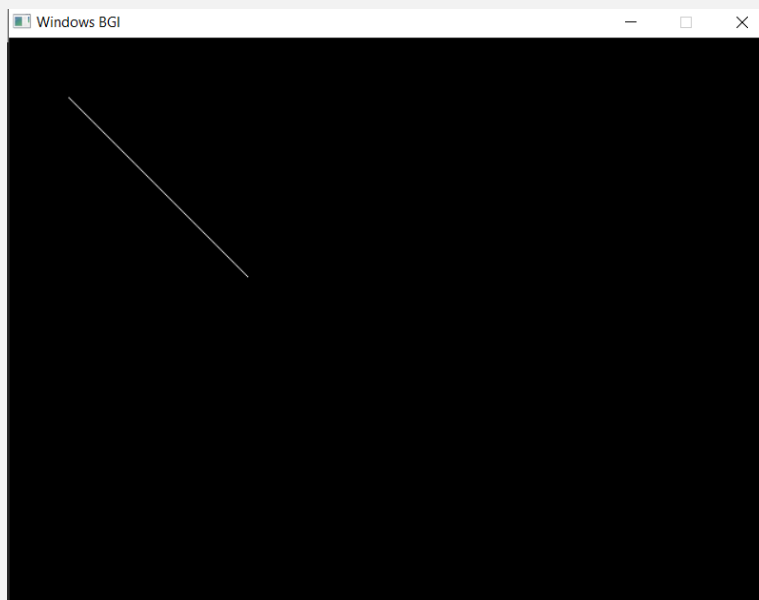
PS E:\C ++\CG> ./pract4
Enter x1 : 50
Enter y1 : 50
Enter x2 : 150
Enter y2 : 150
█
```



4.2

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

PS E:\C ++\CG> ./pract4.2
Enter x1 and y1 : 50 50
Enter x2 and y2 : 100 100
Enter x3 and y3 : 200 200
█
```



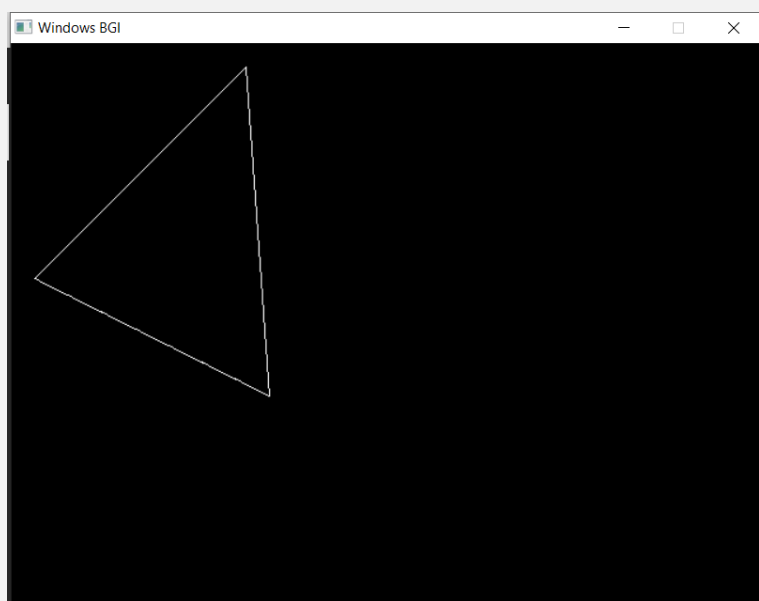
5-r

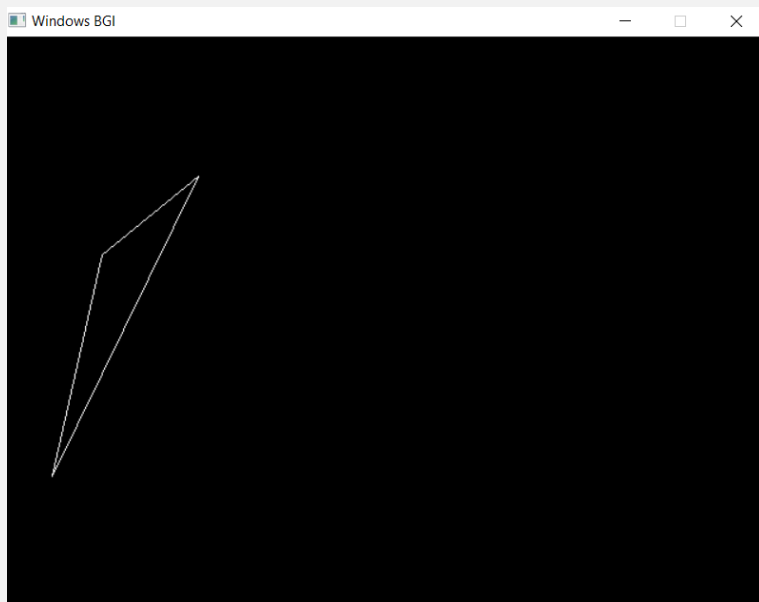
```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

PS E:\C ++\CG> ./pract5
***** Program for basic transactions *****
Enter the points of triangle : 20 200 200 20 220 300

1.Rotation
2.Scaling
3.Translation
4.Exit
Enter your choice :1

Enter the angle of rotation : 30
█
```





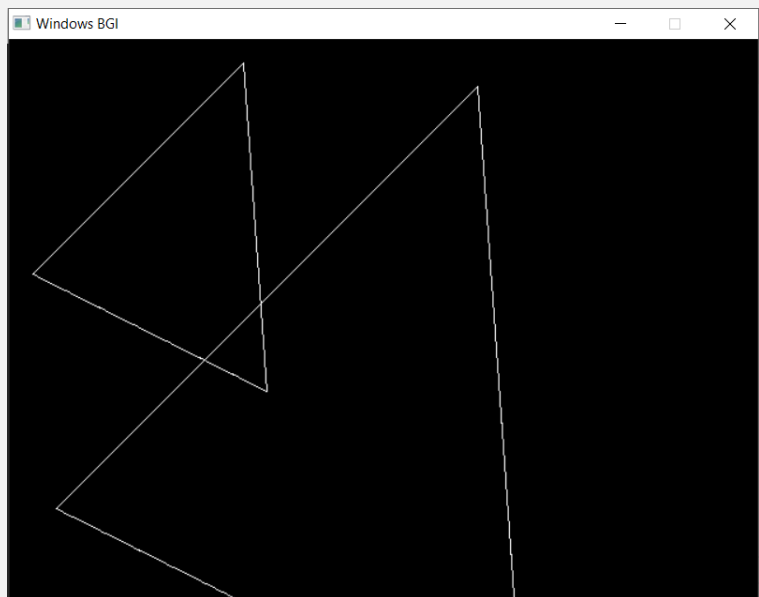
5 -s

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

PS E:\C ++\CG> ./pract5
***** Program for basic transactions *****
Enter the points of triangle : 20 200 200 20 220 300

1.Rotation
2.Scaling
3.Translation
4.Exit
Enter your choice :2

Enter the scaling factor : 2 2
█
```



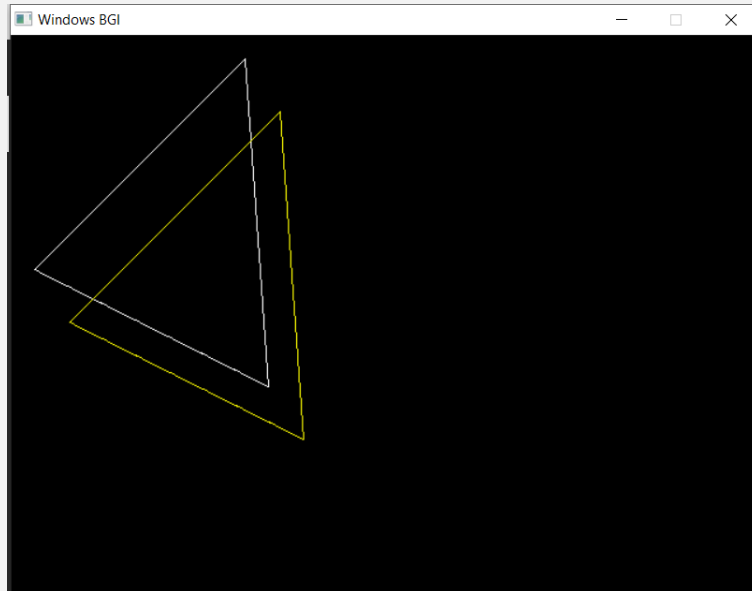
5-t

```
PROBLEMS  OUTPUT  TERMINAL  DEBUG CONSOLE

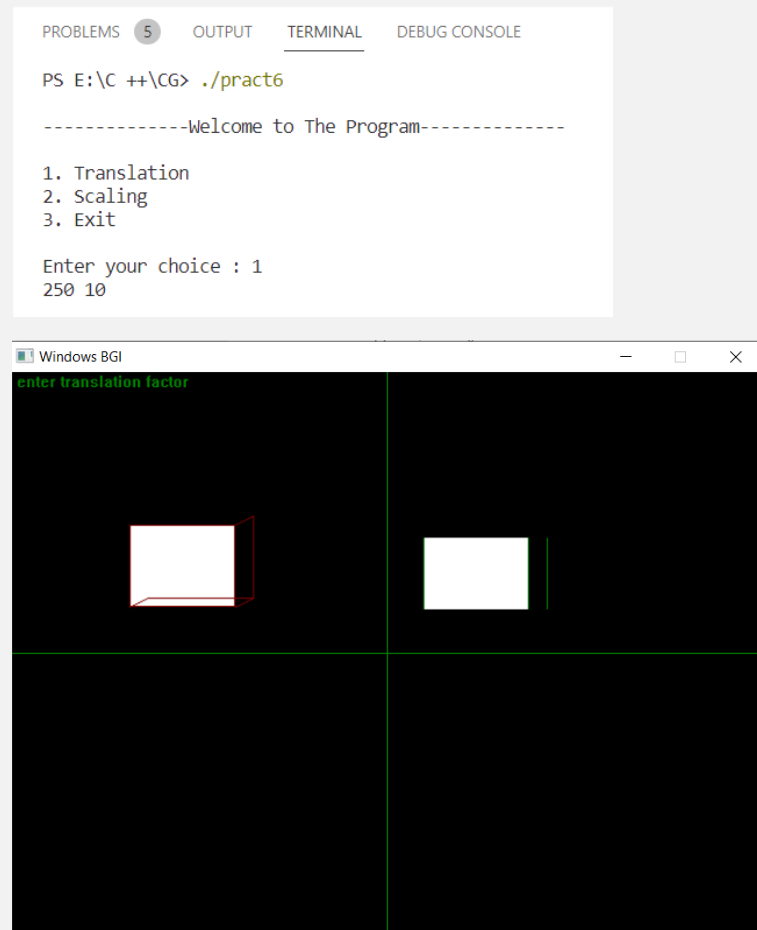
PS E:\C ++\CG> ./pract5
***** Program for basic transactions *****
Enter the points of triangle : 20 200 200 20 220 300

1.Rotation
2.Scaling
3.Translation
4.Exit
Enter your choice :3

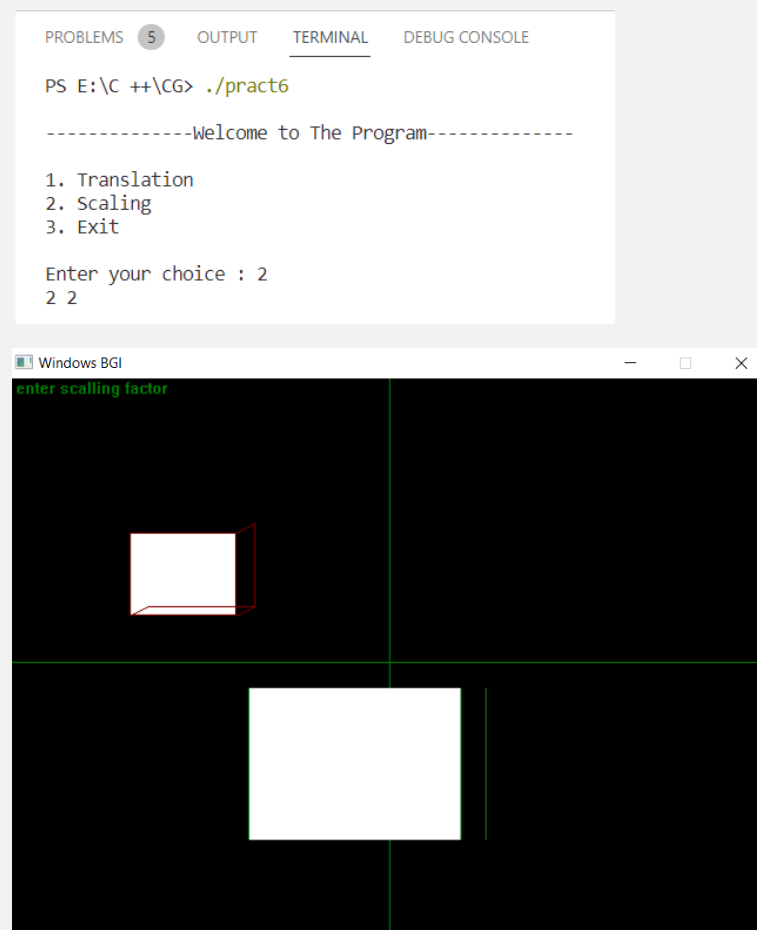
Now enter the translation vector : 30 45
█
```



6



6.2



7

```
PROBLEMS 5 OUTPUT TERMINAL DEBUG CONSOLE

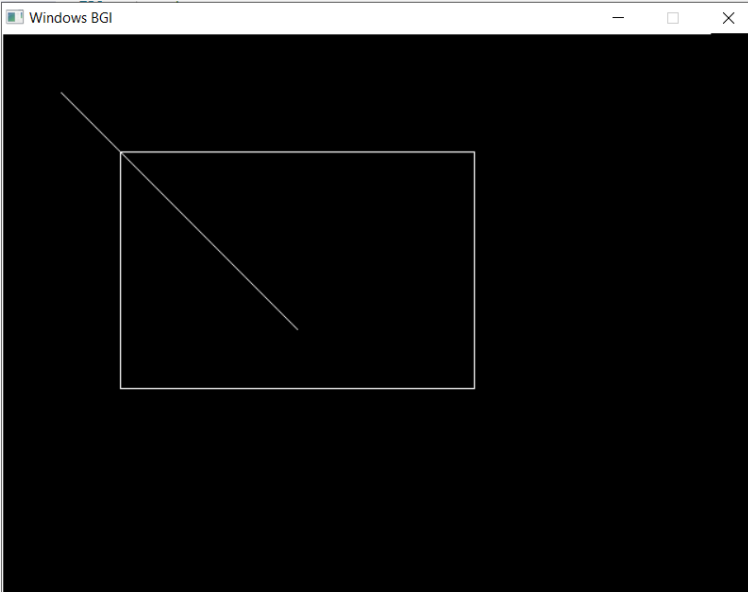
PS E:\C ++\CG> ./pract7

***** Cohen Sutherland's Line Clipping algorithm *****
Now, enter XMin, YMin =100 100

First enter XMax, YMax =400 300

Please enter initial point x and y= 50 50

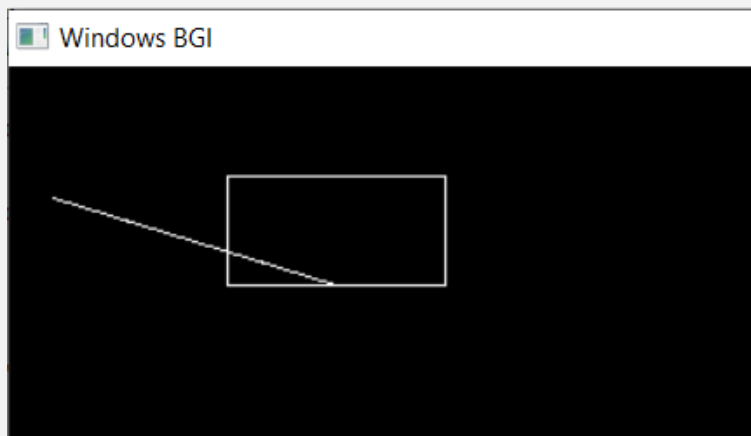
Now, enter final point x1 and y1= 250 250
```



9

```
PROBLEMS 1 OUTPUT TERMINAL DEBUG CONSOLE

PS E:\C ++\CG> ./pract9
Enter coordinates (left,top) of point1 : 100 50
Enter coordinates (right,bottom) of point2 : 200 100
Enter the number of vertex : 2
Enter coordinates of vertex1 : 20 60
Enter coordinates of vertex2 : 150 100
```



4.2

```
PROBLEMS 1 OUTPUT TERMINAL DEBUG CONSOLE
PS E:\C ++\CG> ./pract4.2
Enter x1 and y1 : 200 220
Enter x2 and y2 : 170 340
Enter x3 and y3 : 300 170
```

