****RV COLLEGE OF ENGINEERING**

***(Autonomous Institution Affiliated to VTU, Belagavi)***

**Department of Computer Science & Engineering**

**Bengaluru – 560 059**

**PROGRAM 5**

Write a program to implement the Cohen-Sutherland line clipping algorithm. Make provision to specify the input for multiple lines, window for clipping and viewport for

// Cohen-Suderland Line Clipping Algorithm with Window to viewport Mapping

#include <stdio.h>

#include <GL/glut.h>

#define outcode int

double xmin = 50, ymin = 50, xmax = 100, ymax = 100; // Window boundaries

double xvmin = 200, yvmin = 200, xvmax = 300, yvmax = 300; // Viewport boundaries

//bit codes for the right, left, top, & bottom

const int RIGHT = 8;

const int LEFT = 2;

const int TOP = 4;

const int BOTTOM = 1;

//used to compute bit codes of a point

outcode ComputeOutCode(double x, double y);

//Cohen-Sutherland clipping algorithm clips a line from

//P0 = (x0, y0) to P1 = (x1, y1) against a rectangle with

//diagonal from (xmin, ymin) to (xmax, ymax).

void CohenSutherlandLineClipAndDraw(double x0, double y0, double x1, double y1)

{

//Outcodes for P0, P1, and whatever point lies outside the clip rectangle

outcode outcode0, outcode1, outcodeOut;

bool accept = false, done = false;

//compute outcodes

outcode0 = ComputeOutCode(x0, y0);

outcode1 = ComputeOutCode(x1, y1);

do {

if (!(outcode0 | outcode1)) //logical or is 0 Trivially accept & exit

{

accept = true;

done = true;

}

else if (outcode0 & outcode1) //logical and is not 0. Trivially reject and exit

done = true;

else

{

//failed both tests, so calculate the line segment to clip

//from an outside point to an intersection with clip edge

double x, y;

//At least one endpoint is outside the clip rectangle; pick it.

outcodeOut = outcode0 ? outcode0 : outcode1;

//Now find the intersection point;

//use formulas y = y0 + slope \* (x - x0), x = x0 + (1/slope)\* (y - y0)

if (outcodeOut & TOP) //point is above the clip rectangle

{

x = x0 + (x1 - x0) \* (ymax - y0) / (y1 - y0);

y = ymax;

}

else if (outcodeOut & BOTTOM) //point is below the clip rectangle

{

x = x0 + (x1 - x0) \* (ymin - y0) / (y1 - y0);

y = ymin;

}

else if (outcodeOut & RIGHT) //point is to the right of clip rectangle

{

y = y0 + (y1 - y0) \* (xmax - x0) / (x1 - x0);

x = xmax;

}

else //point is to the left of clip rectangle

{

y = y0 + (y1 - y0) \* (xmin - x0) / (x1 - x0);

x = xmin;

}

//Now we move outside point to intersection point to clip

//and get ready for next pass.

if (outcodeOut == outcode0)

{

x0 = x;

y0 = y;

outcode0 = ComputeOutCode(x0, y0);

}

else

{

x1 = x;

y1 = y;

outcode1 = ComputeOutCode(x1, y1);

}

}

} while (!done);

if (accept)

{ // Window to viewport mappings

double sx = (xvmax - xvmin) / (xmax - xmin); // Scale parameters

double sy = (yvmax - yvmin) / (ymax - ymin);

double vx0 = xvmin + (x0 - xmin) \* sx;

double vy0 = yvmin + (y0 - ymin) \* sy;

double vx1 = xvmin + (x1 - xmin) \* sx;

double vy1 = yvmin + (y1 - ymin) \* sy;

//draw a red colored viewport

glColor3f(1.0, 0.0, 0.0);

glBegin(GL\_LINE\_LOOP);

glVertex2f(xvmin, yvmin);

glVertex2f(xvmax, yvmin);

glVertex2f(xvmax, yvmax);

glVertex2f(xvmin, yvmax);

glEnd();

glColor3f(0.0, 0.0, 1.0); // draw blue colored clipped line

glBegin(GL\_LINES);

glVertex2d(vx0, vy0);

glVertex2d(vx1, vy1);

glEnd();

}

}

//Compute the bit code for a point (x, y) using the clip rectangle

//bounded diagonally by (xmin, ymin), and (xmax, ymax)

outcode ComputeOutCode(double x, double y)

{

outcode code = 0;

if (y > ymax) //above the clip window

code |= TOP;

else if (y < ymin) //below the clip window

code |= BOTTOM;

if (x > xmax) //to the right of clip window

code |= RIGHT;

else if (x < xmin) //to the left of clip window

code |= LEFT;

return code;

}

void display()

{

double x0 = 60, y0 = 20, x1 = 80, y1 = 120;

double x00 = 65, y00 = 65, x11 = 80, y11= 80;

double x02 = 25, y02 = 20, x12 = 30, y12 = 30;

glClear(GL\_COLOR\_BUFFER\_BIT);

//draw the line with red color

glColor3f(1.0, 0.0, 0.0);

//bres(120,20,340,250);

glBegin(GL\_LINES);

glVertex2d(x0, y0);

glVertex2d(x1, y1);

glEnd();

//draw a blue colored window

glColor3f(0.0, 0.0, 1.0);

glBegin(GL\_LINE\_LOOP);

glVertex2f(xmin, ymin);

glVertex2f(xmax, ymin);

glVertex2f(xmax, ymax);

glVertex2f(xmin, ymax);

glEnd();

CohenSutherlandLineClipAndDraw(x0, y0, x1, y1);

CohenSutherlandLineClipAndDraw(x00, y00, x11, y11);

CohenSutherlandLineClipAndDraw(x02, y02, x12, y12);

glFlush();

}

void myinit()

{

glClearColor(1.0, 1.0, 1.0, 1.0);

glColor3f(1.0, 0.0, 0.0);

glPointSize(1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0.0, 499.0, 0.0, 499.0);

}

void main(int argc, char\*\* argv)

{

//int x1, x2, y1, y2;

//printf("Enter End points:");

//scanf("%d%d%d%d", &x1,&x2,&y1,&y2);

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(500, 500);

glutInitWindowPosition(0, 0);

glutCreateWindow("Cohen Suderland Line Clipping Algorithm");

glutDisplayFunc(display);

myinit();

glutMainLoop();

}

Output:

