

# PRACTICALS LIST

## COMPUTER GRAPHICS

### 6<sup>th</sup> SEMESTER

Ques 1: Write a program to implement bresenhams line drawing algorithm .

Ques 2: Write a program to implement mid-point circle drawing algorithm.

Ques 3: Write a program to draw Hermite curve.

Ques 4: Write a program to draw Bezier curve.

Ques 5: Write a program to apply various 2-D transformations on a 2D object .

Ques6: Write a program to apply Translation(2D transformation) on a 2D object.

Ques 7: Write a program to apply Rotation (2D transformation) on a 2D object.

Ques 8: Write a program to apply Scaling (2D transformation) on a 2D object.

Ques 9: Write a program to apply Reflection(2D transformation) on a 2D object.

Ques 10: Write a program to apply Shearing(2D transformation) on a 2D object.

Ques 11: Write a program to implement Midpoint line (Scan conversion algo).

Ques 12: Write a program to clip a polygon using Sutherland Hodgeman algorithm.