**Computer Graphics LAB**

**(**Experiment 9**)**

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* Point Clipping Algorithm Implementation using C Programming Language.

**CODE -**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

int gm,gr,xc\_min, yc\_min, xc\_max, yc\_max,x,y,c;

detectgraph(&gm, &gr);

initgraph(&gm, &gr, "c:\\tc\\BGI");

printf("Enter the clip-min coordinate --> \n");

scanf("%d%d", &xc\_min, &yc\_min);

printf("Enter the clip-max coordinate --> \n");

scanf("%d%d", &xc\_max, &yc\_max);

rectangle(xc\_min,yc\_max,xc\_max,yc\_min);

printf("Enter the coordinate of the POINT--> \n");

scanf("%d%d", &x, &y);

detectgraph(&gm, &gr);

initgraph(&gm, &gr, "d:\\tc\\BGI");

rectangle (xc\_min,yc\_max,xc\_max,yc\_min);

printf("\*\*\*\*\*\*\*POINT CLIPPING\*\*\*\*\*\*\n");

if ((xc\_min<x) && (x<xc\_max))

{

if ((yc\_min<y) && (y<yc\_max))

{

printf("The point is inside the clip window\n");

}

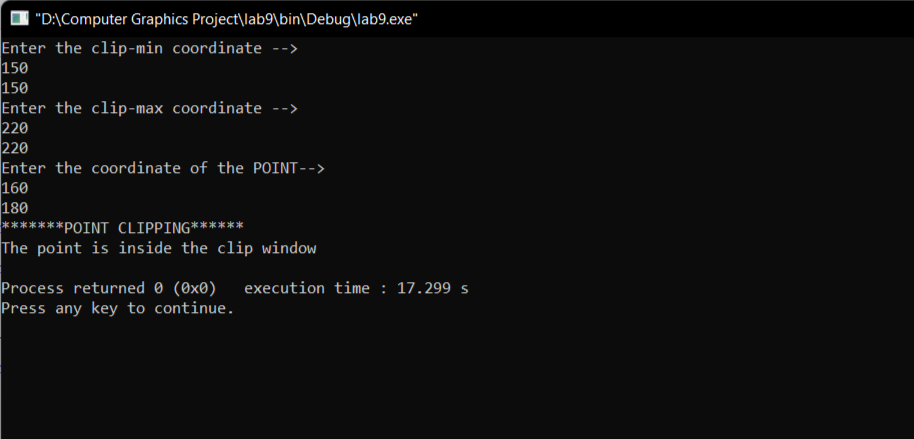
}

else

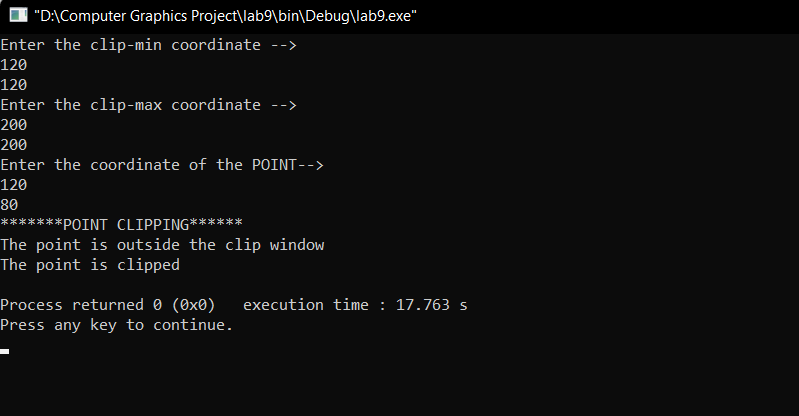
printf("The point is outside the clip window \nThe point is clipped\n");

}

**OUTPUT 1 -**

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**OUTPUT 2 -**

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