

Lab 3: Cohen-Sutherland 2D Line Clipping

Complete the code provided to implement the Cohen-Sutherland 2D line clipping algorithm.

```
// Returns the 'outcode' for point ( x, y ) with respect to
// the upright clipping rectangle ( L,R,B,T ).
GLubyte CSoutcode( double x, double y,
                  double L, double R, double B, double T );

// Clips a line with endpoints ( x0, y0 ), ( x1, y1 ) to the upright
// clipping rectangle ( L,R,B,T ), setting the flag 'visible' if the
// line is not completely outside the clipping rectangle.
void CS_LineClip2D( double& x0, double& y0, double& x1, double& y1,
                  double L, double R, double B, double T,
                  bool& visible );
```