\underline{Index}

SN	Title	Page No.	Date	Signature
1.	DDA line drawing algorithm to generate a line.	1-3	2081/01/09	
2.	Bresenham's line drawing algorithm to generate a line	4-6	2081/01/09	
3.	Mid-point circle drawing algorithm to draw a circle.	7-9	2081/01/09	
4.	Mid-point ellipse drawing algorithm to draw an ellipse	10-13	2081/01/09	
5.	Implementation of 2D transformations	14-23	2081/01/09	
6.	Bezier curve implementation using c program	24-26	2081/01/10	
7.	Implementation of 3D transformations	27-30	2081/01/10	
8.	Implementation of Cohen Sutherland's line clipping algorithm	31-37	2081/01/10	
9.	Implementation of Liang – Barsky line clipping algorithm	38-41	2081/01/10	
10.	OpenGL and its installation	42	2081/01/10	
11.	To draw a line using OpenGL	43-45	2081/01/11	
12.	To draw triangle using OpenGL	46-48	2081/01/11	