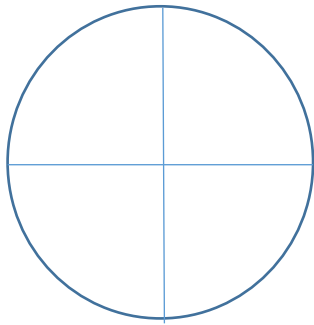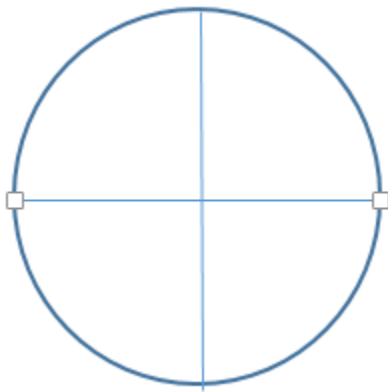LAB EVALUATION 1- 3CSE4

1. Draw the following on red color background using mid-point circle drawing algorithm and DDA line drawing algorithm.
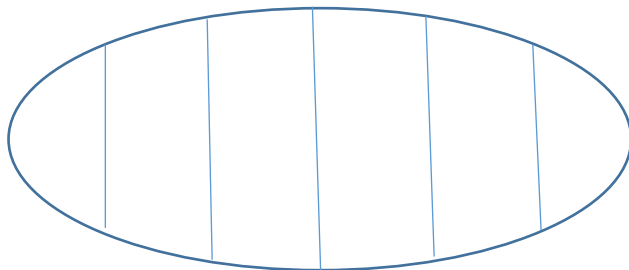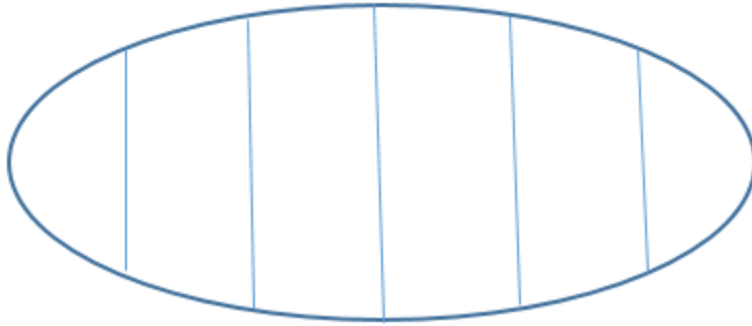   Take input of center and radius from user.

2. Draw the following on a black background using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of center and radius from user.
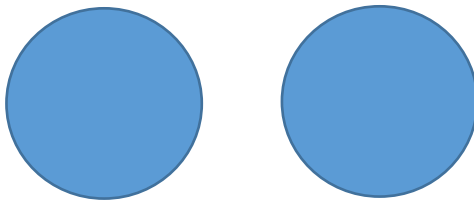

3. Draw the following using mid-point ellipse drawing algorithm and DDA line drawing algorithm. Take input of center, major axis and minor axis from user. (The distance between all the lines is equal.)
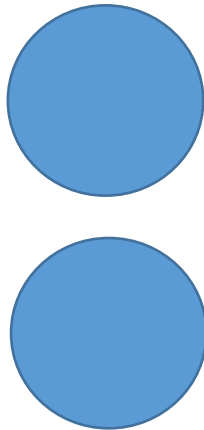

4. Draw the following using mid-point ellipse drawing algorithm and Bresenham line drawing algorithm. Take input of center, major axis and minor axis from user. (The distance between all the lines is equal.)
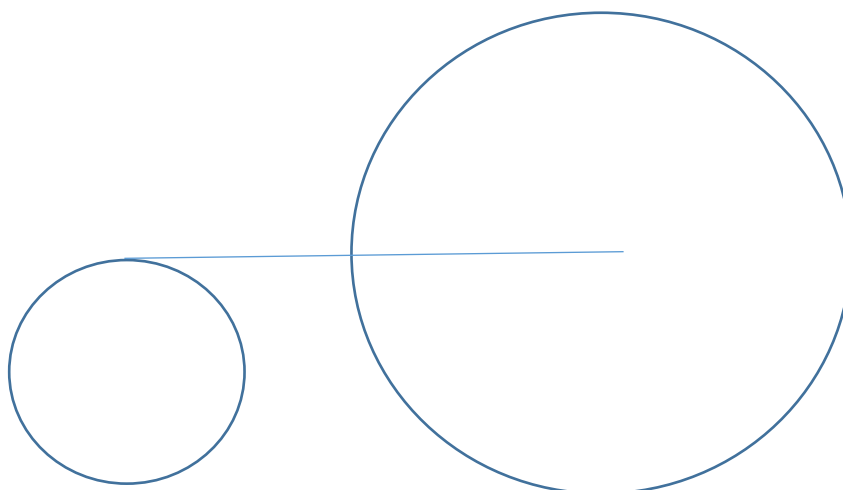
5. Draw the following using mid-point circle drawing algorithm.
   Take input of center and radius of left circle from user. Distance between centers of circles should be 20 units along the x-axis.
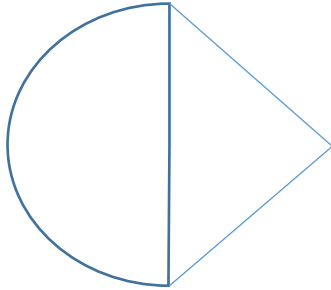

6. Draw the following using mid-point circle drawing algorithm. Take input of center and radius of top circle from user. Distance between centers of circles should be 30 units along the y-axis.
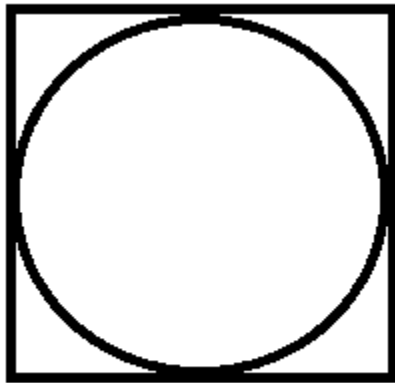

7. Draw the following using mid-point circle drawing algorithm and DDA line drawing algorithm. Take input of radius and center of left circle from user. Length of line segment is 10 units.
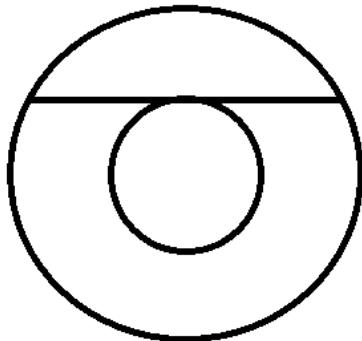
8. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of radius and center of semi-circle from user. Length of lines is 2r (if r is the radius of the circle.).
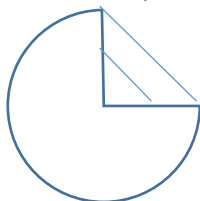
9. Draw the following using mid-point circle drawing algorithm and DDA line drawing algorithm. Take input of radius and center of circle from user.
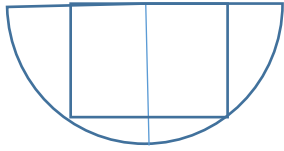
10. Draw the following using mid-point circle drawing algorithm. You can use openGL functions to draw lines. Take input of radius and center of circle from user.
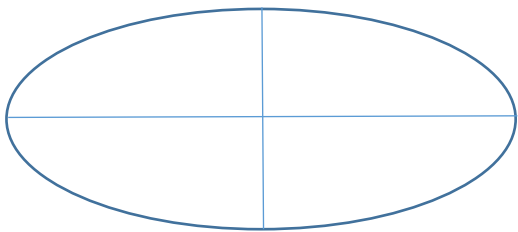
11. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of center and radius of circle from user.
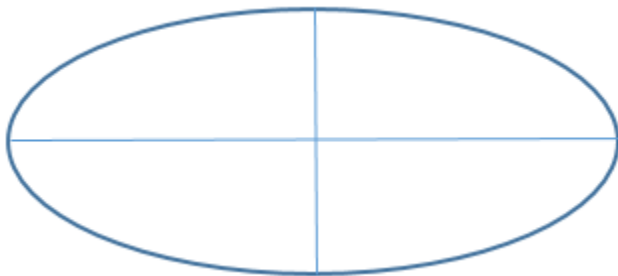
12. Draw the following using mid-point circle drawing algorithm and DDA line drawing algorithm. Take input of center and radius of semi-circle from user.
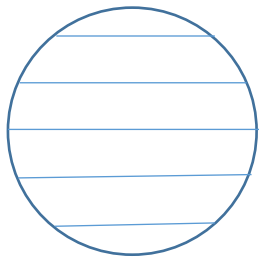
13. Draw the following using mid-point ellipse drawing algorithm and DDA line drawing algorithm. Take input of center and radius of circle from user.
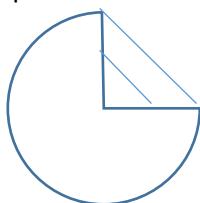
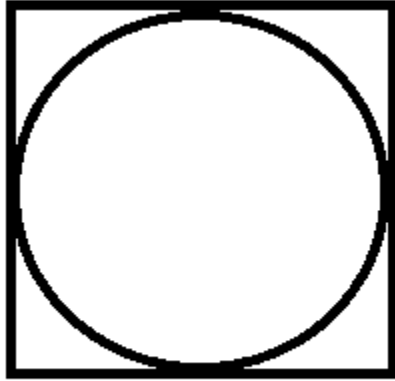14. Draw the following using mid-point ellipse drawing algorithm and Bresenham line drawing algorithm.

15. Draw the following using mid-point circle drawing algorithm and DDA line drawing algorithm.
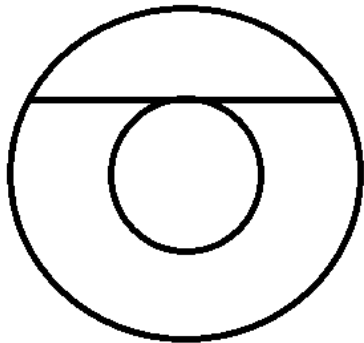
16. Draw the following using mid-point circle drawing algorithm and DDA line drawing algorithm. Take input of center and radius of circle from user.
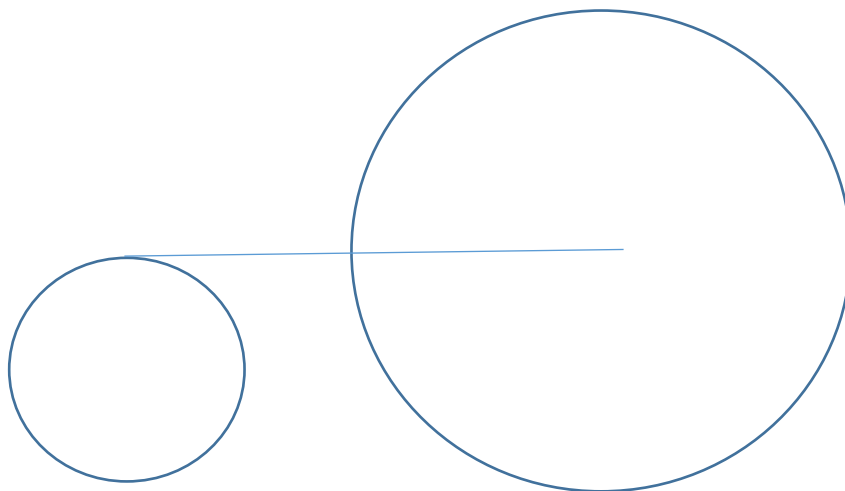
17. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of radius and center of circle from user.
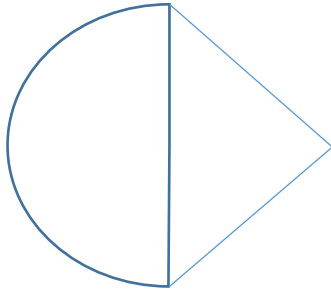

18. Draw the following using mid-point circle drawing algorithm. You can use openGL functions to draw lines. Take input of radius and center of circle from user.
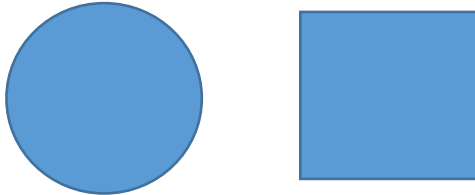

19. Draw the following using mid-point circle drawing algorithm and DDA line drawing algorithm. Take input of radius and center of left circle from user. Length of line segment is 10 units.
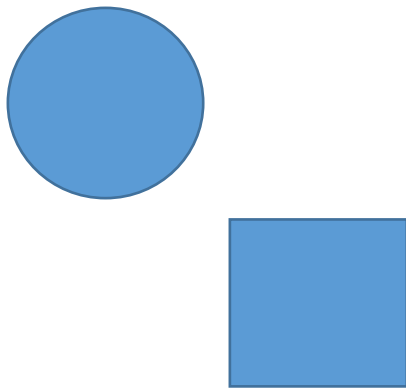
20. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of radius and center of semi-circle from user. Length of lines is 2r (if r is the radius of the circle.).

21. Draw the following using mid-point circle drawing algorithm and basic openGL functions. Take input of center and radius of circle from user. Distance between center of circle and center of square should be 20 units along the x-axis. Length of square is 2r (r is radius of circle input by user)
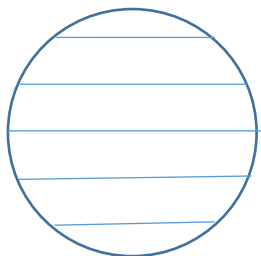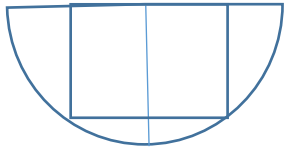

22. Draw the following using mid-point circle drawing algorithm and basic openGL functions. Take input of center and radius of circle from user. Distance between center of circle and square should be 30 units and the square should be at an angle of 45 degrees from the circle.
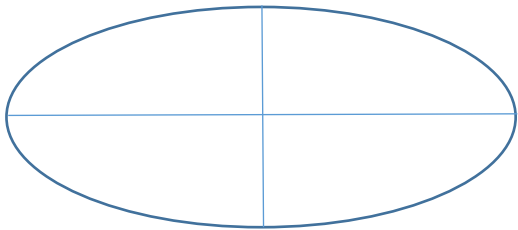

23. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of center and radius of circle from user.
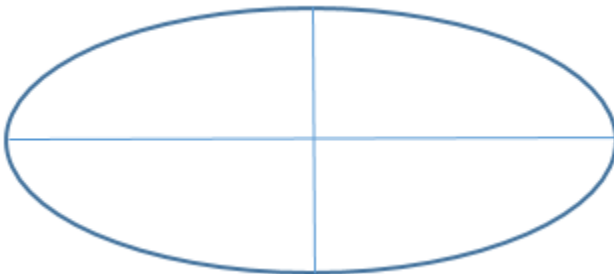
24. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Take input of center and radius of semi-circle from user.
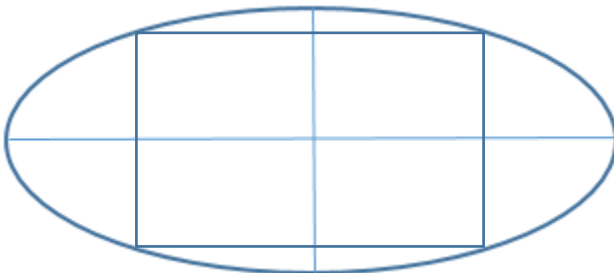
25. Draw the following using mid-point ellipse drawing algorithm and DDA line drawing algorithm. Take input of center, major axis and minor axis from user.
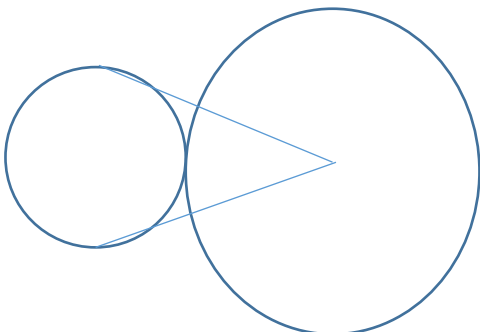
26. Draw the following using mid-point ellipse drawing algorithm and Bresenham line drawing algorithm. Take input of center, major axis and minor axis from user.

27. Draw the following using mid-point ellipse drawing algorithm and basic openGL functions. Take ellipse parameter values from user.

28. Draw the following using mid-point circle drawing algorithm and Bresenham line drawing algorithm. Radius of right circle is 2r (r being radius of left circle).

29. Draw the following using mid-point ellipse drawing algorithm and DDA line drawing algorithm. Take inputs of ellipse parameters from user.