ESCOM-IPN
Learning Unit: Computer Graphics

Practice 1.

An algorithm for drawing lines (part 1)

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Laboratory session. Tuesday, 17th, August 2021
duration: one and a half hour
From 6:30 PM to 8:00 PM

Instructions: Read this document entirely before starting. Once finished, upload and deliver your results to the corresponding Teams assignment.

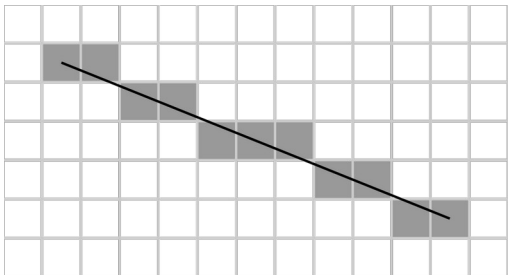
Step 1. Create an account at www.github.com

Step 2. On your GitHub account create a public repository named: ComputerGraphics2021

Step 3. Write a C language program that gets as input two ordered pairs (x1,y1) and (x2,y2). All coordinate values will be in the range 0 <= xi, yi <= 100. The output will be a table (x,y) of integer values, where each pair represents a pixel to "render" (represent, cover, resemble) a line segment.

Example:
Input: (2,6) , (12,2) where x1 = 2 , y1 = 6 , x2 = 12 , y2 = 2
Output:

X	Y
2	6
3	6
4	5
5	5
6	4
7	4
8	4
9	3
10	3
11	2
12	2



Step 4. Upload the result to the directory Practice1 of your repository Compiladores2021 on your Github account.

Step 5. Answer the following questions:

1. Which C language compiler did you use? GCC
2. Which version of the C language compiler did you use? (Ubuntu 9.3.0-17ubuntu1~20.04) 9.3.0
3. Do you know some line equations? Which ones? point-slope
4. Write your GitHub user: Ivan1693