



আন্তর্জাতিক ইসলামী বিশ্ববিদ্যালয় চট্টগ্রাম
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Lab -10

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Course Title : Computer Graphics Lab

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- Liang-Barskey algorithm.

Code:

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
#include <graphics.h>
```

```
void liangBarsky(int x1, int y1, int x2, int y2, int xmin, int ymin, int xmax, int ymax)
```

```
{
```

```
    int dx = x2 - x1, dy = y2 - y1;
```

```
    float t1 = 0, t2 = 1;
```

```
    int p[4] = {-dx, dx, -dy, dy};
```

```
    int q[4] = {x1 - xmin, xmax - x1, y1 - ymin, ymax - y1};
```

```
    for (int i = 0; i < 4; i++) {
```

```
        if (p[i] == 0 && q[i] < 0) {
```

```
            printf("Line is outside the window. No clipping required.");
```

```
            return;
```

```
        }
```

```
        float t = (float) q[i] / p[i];
```

```
        if (p[i] < 0) {
```

```
            if (t > t1) t1 = t;
```

```
        } else if (p[i] > 0) {
```

```
            if (t < t2) t2 = t;
```

```
        }
```

```
    }
```

```
if (t1 > t2) {  
    printf("Line is outside the window. No clipping required.");  
    return;  
}
```

```
int newX1 = x1 + (int) (t1 * dx);  
int newY1 = y1 + (int) (t1 * dy);  
int newX2 = x1 + (int) (t2 * dx);  
int newY2 = y1 + (int) (t2 * dy);
```

```
setcolor(YELLOW);  
line(newX1, newY1, newX2, newY2);  
}
```

```
int main() {  
    int gd = DETECT, gm;  
    initgraph(&gd, &gm, "");  
  
    int x1 = 50, y1 = 50, x2 = 250, y2 = 150;  
    line(x1, y1, x2, y2);  
    int xmin = 100, ymin = 100, xmax = 300, ymax = 200;  
    rectangle(xmin, ymin, xmax, ymax);  
  
    delay(1000);  
  
    liangBarsky(x1, y1, x2, y2, xmin, ymin, xmax, ymax);  
  
    getch();
```

```
closegraph();
```

```
return 0;
```

```
}
```

