TERM WORK
COMPUTER GRAPHICS LAB PBC 601

INSTRUCTIONS:
1: Write algorithm for each practical question (Hand Written)
2: Write code for each problem which should match the algorithm (print)
3: Take snapshot of the output which must be clear and visible (Print)

Q1: Write a c program to plot basic graphics objects, i.e. pixel, line, circle, rectangle.
Q2: Write a c program to implement DDA line drawing algorithm.
Q3: Write a c program to implement Bresenham line drawing algorithm.
Q4: Write a c program to implement mid point circle drawing algorithm.
Q5: Write a c program to implement bresenham circle drawing algorithm.
Q6: Write a c program to implement flood fill algorithm.
Q7: Write a c program to implement boundary fill algorithm.
Q8: Write a c program to implement point clipping algorithm.
Q9: Write a c program to implement 4 bit code line clipping algorithm.
Q10: Write a c program to implement translation of a given object.
Q11: Write a c program to implement scaling of a given object.
Q12: Write a c program to implement rotation of a given object.
Q13: Write a c program to implement shearing transformation of a given object.
Q14: Write c program to perform rotation about a fixed point.
Q15: Write a c program to scale an object about a given point.
Q14: Write a c program to draw moving car animation using basic graphics object.
Q15: Write a c program to draw traffic light animation using basic graphics object.
Q16: Write a c program to draw moving circle (left to right-right to left) animation using basic graphics object.
Q17: Write a c program to draw rainbow animation using basic graphics object.
Q18: Write a c program to draw a cube like object in 2 dimension.