

SSN COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

UCS1712 – GRAPHICS AND MULTIMEDIA LAB

EX NO: 3 – Drawing 2D Primitives –Line – Bresenham's Algorithm

1. To plot points that make up the line with endpoints (x_0, y_0) and (x_n, y_n) using Bresenham's line drawing algorithm for the following case
(i) $|m| < 1$ (ii) $|m| \geq 1$

Practice question:

2. Write a C++ program using OPENGGL to write any Alphabet (using sleeping, slanting, standing lines) with the help of Bresenham's line drawing algorithm