

Vishwakarma University
Faculty of Science & Technology
School of Applied Sciences
Department of Computer Engineering

Roll call list for SY Btech Div A: Practical Allocation

Course Name: Computer Graphics
ESE-25 Marks

Course Code:BTECHCS18404

Roll No.	SRN.ID	Name of Student	Practical Assignment
1	201900483	Adadande Madhura Sunil	Write a Program to implement DDA Line drawing algorithm
2	201900681	Kumar Ashish	Write a Program to implement Bresenham's Line drawing algorithm.
3	201900983	Attar Salem Sultan	Write a Program to implement Bresenham's Circle drawing algorithm
4	201900341	Baheti Nidhi	Write a Program to implement Mid-point Circle drawing algorithm.
5	201900974	Bhutada Pratik Rakesh	Write a Program to draw a face of Teddy bear using midpoint algorithm only
6	201900645	BODKE AADITYA SUNIL	Write a Program to implement Flood fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm
7	201901079	Chopdawala Burhanuddin Fakhruddin	Write a Program to implement Boundary fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
8	201900207	Dandoti Sarosh Zameeruddin	Write a Program to implement Fence fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
9	201901141	Dawre Rayyan Nisar	Write a Program to implement Edge fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
10	201900292	Deshinge Shreyas Anil	Write a Program to implement Scan line fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
11	201900753	DESHPANDE SONIYA KULDEEP	Write a Program to implement Scaling, rotation and translation of a 2D object.

12	201900350	Dhotre Sagarika Shantanu	Write a Program to implement Shearing and rotation about arbitrary point of a 2D object.
13	201901247	ESOOFALLY MUSTAFA ZOHER	Write a Program to implement Cohen Sutherland line clipping algorithm
14	201900984	GHARTE JAYESH VALMIK	Write a Program to implement midpoint line clipping algorithm.
15	201900533	GILBILE SHIVANI PRABHAKAR	Write a Program to implement Sutherland-Hodgeman Polygon clipping algorithm.
16	201900415	HAWALDAR NAHID IBRAHIM	Write a Program to draw a Koch curve upto 'n' iterations
17	201900913	Inamdar Saniya Sabir	Write a Program to draw a Bezier curve upto 'n' iterations using midpoint method.
18	201901044	Jadhav Swapnil Dilip	Write a program to achieve various animations without using any readymade line or circle function. Use DDA or Bresenham algorithm for implementation of line and circle. (any animation)
19	201901105	JAGTAP KALPESH SANJAY	Write a Program to implement DDA Line drawing algorithm
20	201901016	Jain Pakshal Sukanraj	Write a Program to implement Bresenham's Line drawing algorithm.
21	201900821	JAT SAGAR RAMAKISHAN	Write a Program to implement Bresenham's Circle drawing algorithm
22	201900420	Jawalkar Apoorva Pramod	Write a Program to implement Mid-point Circle drawing algorithm.
23	201900270	Jinia Husain Asgari	Write a Program to draw a face of Teddy bear using midpoint algorithm only
24	201901242	JOSHI PARTH MANOJ	Write a Program to implement Flood fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm
25	201900524	JUJARE SRUJAN RAJESH	Write a Program to implement Boundary fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
26	201900182	Buch Jyot Amit	Write a Program to implement Fence fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
27	201901139	Jyoti Rushikesh Girish	Write a Program to implement Edge fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
28	201900025	Kale Sai Vaibhav	Write a Program to implement Scan line fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
29	201900391	Kale Vishwajeet Babasaheb	Write a Program to implement Scaling, rotation and translation of a 2D object.
30	201901174	Kathavate Pranesh Pravin	Write a Program to implement Shearing and rotation about arbitrary point of a 2D object.

31	201901169	KAWTIKWAR PRATHMESH SATISH	Write a Program to implement Cohen Sutherland line clipping algorithm
32	201900360	Kazi Asadali Ajaj	Write a Program to implement midpoint line clipping algorithm.
33	201901271	Khandelwal Rahul	Write a Program to implement Sutherland-Hodgeman Polygon clipping algorithm.
34	201901240	KULKARNI ADITYA MAKARAND	Write a Program to draw a Koch curve upto 'n' iterations
35	201901005	Majgaonkar Faizan Muzaffar	Write a Program to draw a Bezier curve upto 'n' iterations using midpoint method.
36	201900946	MANDOTRA SAKSHAM	Write a program to achieve various animations without using any readymade line or circle function. Use DDA or Bresenham algorithm for implementation of line and circle. (any animation)
37	201901106	MANE RAHUL SUNILRAO	Write a Program to implement DDA Line drawing algorithm
38	201900866	MOHMADSAHIL IQBAL LAKHANI	Write a Program to implement Bresenham's Line drawing algorithm.
39	201900963	MOIZ MUSTAFA NAALWALA	Write a Program to implement Bresenham's Circle drawing algorithm
40	201900886	NAIK SHIVTEJ RAJESH	Write a Program to implement Mid-point Circle drawing algorithm.
41	201900754	Oza Kaushal Rohit	Write a Program to draw a face of Teddy bear using midpoint algorithm only
42	201900404	PANDIT RAJ DEVRAM	Write a Program to implement Flood fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm
43	201900528	Poojara Rishabh	Write a Program to implement Boundary fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
44	201901285	RAHUL RANJAN	Write a Program to implement Fence fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
45	201901281	RAJENIMBALKAR ADITI SANTOSHRAO	Write a Program to implement Edge fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
46	201900428	RAKSHASBHUVANKAR SHREYAS RAJENDRA	Write a Program to implement Scan line fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
47	201900186	Rangarajan Parth	Write a Program to implement Scaling, rotation and translation of a 2D object.
48	201901274	Rathod Jainam Lalit	Write a Program to implement Shearing and rotation about arbitrary point of a 2D object.
49	201900525	S SANJITH	Write a Program to implement Cohen Sutherland line clipping algorithm
50	201900574	Shah Sourabh Ajay	Write a Program to implement midpoint line clipping algorithm.

51	201900232	SHINDE RITU ULHAS	Write a Program to implement Sutherland-Hodgeman Polygon clipping algorithm.
52	201901038	Shisode Sagar Madan	Write a Program to draw a Koch curve upto 'n' iterations
53	201900453	SINDGI SHAUNAK SAMIR	Write a Program to draw a Bezier curve upto 'n' iterations using midpoint method.
54	201900980	SINGH PRATYUSH SANJAY	Write a program to achieve various animations without using any readymade line or circle function. Use DDA or Bresenham algorithm for implementation of line and circle. (any animation)
55	201900570	Sinnarkar Ishan	Write a Program to implement DDA Line drawing algorithm
56	201901270	Solanki Suvidhi Harish	Write a Program to implement Bresenham's Line drawing algorithm.
57	201900488	Suryawanshi Ritesh Vilas	Write a Program to implement Bresenham's Circle drawing algorithm
58	201900307	Suthar Chandan Devilal	Write a Program to implement Mid-point Circle drawing algorithm.
59	201900385	TEJNANI JITESH DHALU	Write a Program to draw a face of Teddy bear using midpoint algorithm only
60	201900449	TEJOMURTULA ALEKHYA SAI	Write a Program to implement Flood fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm
61	201901267	Thakkar Mihir Ajay	Write a Program to implement Boundary fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
62	201900112	Ubale ESHA HIMANSHU	Write a Program to implement Fence fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
63	201900538	Udavant Shree Ramesh	Write a Program to implement Edge fill algorithm for a convex polygon. Draw polygon edges by DDA / Bresenham line algorithm.
64	201900160	Vaidya Anish	Write a Program to implement Scan line fill algorithm for a concave polygon. Draw polygon edges by DDA / Bresenham line algorithm.
65	201900800	VAIDYA VARAD ANIL	Write a Program to implement Scaling, rotation and translation of a 2D object.
66	201900671	Vernekar Pratham Geetanand	Write a Program to implement Shearing and rotation about arbitrary point of a 2D object.
67	201900474	VYAS ATHARVA SANTOSH	Write a Program to implement Cohen Sutherland line clipping algorithm
68	201900358	Wagh Aniket Anil	Write a Program to implement midpoint line clipping algorithm.
69	201900395	Wagh Suyash Kakaso	Write a Program to implement Sutherland-Hodgeman Polygon clipping algorithm.
70	201900502	Wagh Varad Milind	Write a Program to draw a Koch curve upto 'n' iterations
71	201900221	WARRIER PRAVEEN REVIsankar	Write a Program to draw a Bezier curve upto 'n' iterations using midpoint method.

72	201900211	Watave shruti rahul	Write a program to achieve various animations without using any readymade line or circle function. Use DDA or Bresenham algorithm for implementation of line and circle. (any animation)
73	201900211	Sejal Bhatewada	Write a Program to implement DDA Line drawing algorithm
74		Sapkal Vaishnavi	Write a Program to implement Bresenham's Line drawing algorithm.

Note: Implement assigned practical assignment using C or C++

Course Teacher
Prof. Madhavi dachawar