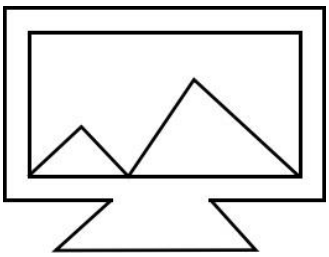
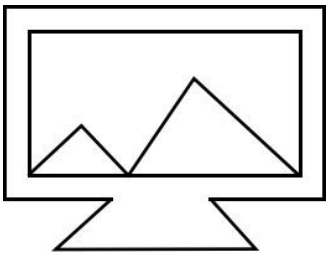
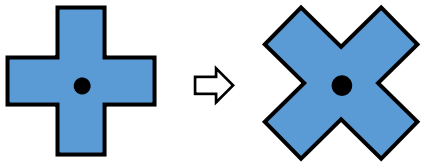
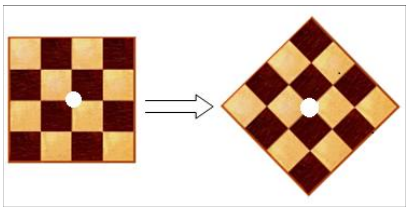
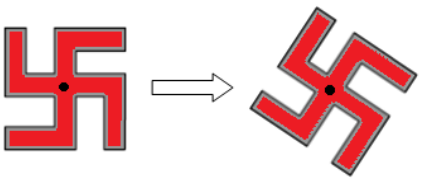
N1	**A**	Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **DDA Line Drawing Algorithm. (**Use Mouse / Without Mouse to Plot the Points.) (A Monitor Screen with a Hill On Display) 
	B	Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. **1) Translation, 2) Scaling, 3) Rotation.** Divide the screen in four quadrants with centre as 0,0. Taking reference point as origin or any point on the screen.

N2	**A**	Write a Program in OpenGL on Linux Platform to draw a **Dash-Dot-Dash Line & Dash Line** using **DDA Line Drawing Algorithm.** Divide the screen in four quadrants with centre as (0,0). Use Mouse / Without Mouse to Plot the Points. **1)**  **2)**
	B	Write a program in OpenGL on Linux Platform to animate a any one scene.

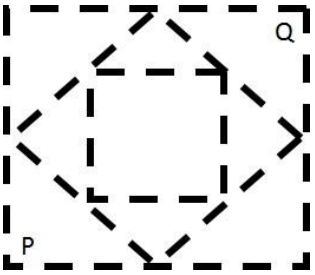
N3	**A**	Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **Bresenham Line Drawing Algorithm. (**Use Mouse / Without Mouse to Plot the Points.) (A Monitor Screen with a Hill On Display) 
	B	Write a Program in OpenGL on Linux Platform to draw a **fractal patterns by using Koch curves.**

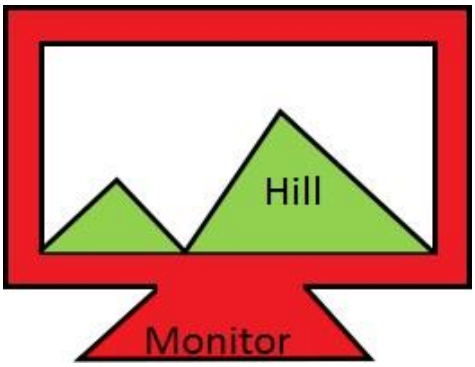
N4	**A**	Write a program in OpenGL on Linux Platform to draw a polygon as shown at right and perform following 2D Transformation on it keeping the centre dot as reference point. Rotate it by 45 Degrees **anticlockwise**. Fill it with any colors using **any Seed Fill Algorithm**	
	B	Write a Program in OpenGL on Linux Platform for **clipping a polygon** using **Sutherland-Hodgman** Method.	

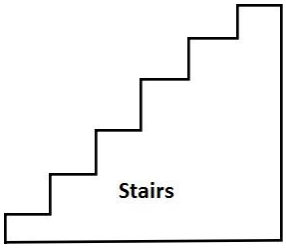
N5	**A**	Write a program in OpenGL on Linux Platform to draw a polygon as shown at right and perform following 2D Transformation on it keeping the **centre dot as reference point**. Rotate it by **45** Degrees **anticlockwise**. Fill it with different colors using **any Seed Fill Algorithm**	
	B	Write a Program in OpenGL on Linux Platform for **clipping a polygon** using **Sutherland-Hodgman** Method.	

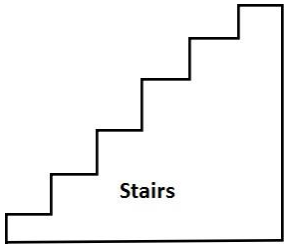
N6	**A**	Write a program in OpenGL on Linux Platform to draw a polygon as shown at right and perform following 2D Transformation on it keeping the **centre dot as reference point**. Rotate it by 45 Degrees anticlockwise. Fill it with any color using any Seed Fill Algorithm	
	B	Write a Program in OpenGL on Linux Platform to for **clipping a Line using Cohen-Sutherland Out Code Method.**	

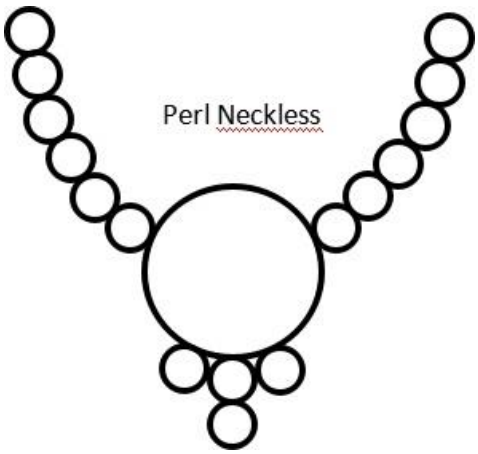
N7	**A**	Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. **1) Translation, 2) Rotation 3)Reflection** against Origin, X-axis, Y-axis and against X=Y Line. Divide the screen in four quadrants with centre as (0,0).
	B	Write a Program in OpenGL on Linux Platform to draw **Cube & perform rotation** about vertical axis passing through its centroid.

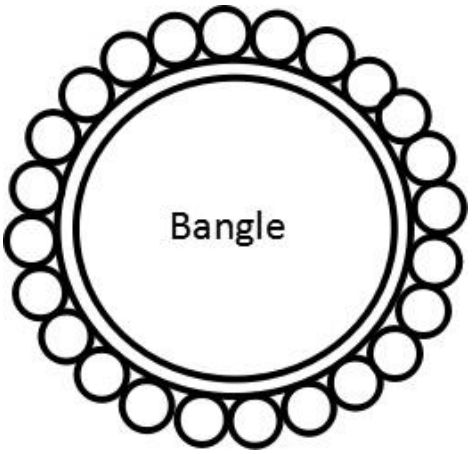
N8	**A**	Write a Program in OpenGL on Linux Platform for **clipping a polygon** using Sutherland-Hodgman Method.
	B	Write a Program in OpenGL on Linux Platform to draw a **Dash Line** using **Bresenham Line Drawing Algorithm.** Divide the screen in four quadrants with centre as (0,0). Use Mouse / Without Mouse to Plot the Points.  **Give only P and Q point rest of fig should automatically drawn**

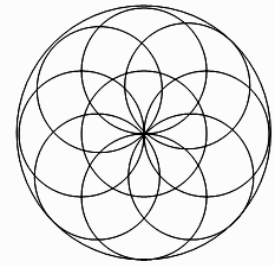
N9	**A**	Write a program in OpenGL on Linux Platform to draw a polygon as shown in diagram and Fill it with any color using any Seed Fill Algorithm  **Use Color For Filling :- 1) Monitor - Red Color 2) Hill : Green Color**
	B	Write a Program in OpenGL on Linux Platform to for **clipping a Line using Cohen-Sutherland Out Code Method.**

N10	**A**	Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **DDA Line Drawing Algorithm. (**Use Mouse / Without Mouse to Plot the Points.) 
	B	Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. **1) Translation, 2) Reflection, 3) Rotation.** Divide the screen in four quadrants with centre as 0,0. Taking reference point as origin or any point on the screen.

N11	**A**	Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **Bresenham Line Drawing Algorithm. (**Use Mouse / Without Mouse to Plot the Points.) 
	B	Write a Program in OpenGL on Linux Platform to draw a **fractal patterns by using Koch curves.**

N12	**A**	Write a program in OpenGL on Linux Platform to draw a design shown on Right using **Bresenhem Circle Drawing Algorithm**. User should only give centre coordinates and radius. Rest should be drawn automatically. Use Mouse/Without Mouse to Plot the Points.	
	B	Write a program in OpenGL on Linux Platform to animate a any one scene.	

N13	**A**	Write a program in OpenGL on Linux Platform to draw a design shown on Right using **Bresenhem Circle Drawing Algorithm**. User should only give centre coordinates and radius. Rest should be drawn automatically. Use Mouse/Without Mouse to Plot the Points.	
	B	Write a Program in OpenGL on Linux Platform to draw **Cube & perform rotation** about vertical axis passing through its centroid.	

N14	**A**	Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. **1) Translation, 2) Rotation, 3) Shearing (X and Y).** Divide the screen in four quadrants with centre as 0,0. Taking reference point as origin or any point on the screen.	
	B	Write a program in OpenGL on Linux Platform to draw a design shown on Right using **Bresenhem Circle Drawing Algorithm**. User should only give centre coordinates and radius. Rest should be drawn automatically. Use Mouse to Plot the Points.	

N15	**A**	Write a Program in OpenGL on Linux Platform to draw a **fractal patterns by using Koch curves.**
	B	Write a program in OpenGL on Linux Platform to draw a design shown on using **Bresenhem Circle Drawing Algorithm & DDA Line Drawing Algorithm**. (A Truck as given in figure)