Code:

```
#include <iostream>
#include <graphics.h>
using namespace std;
const int INSIDE = 0,LEFT = 1, RIGHT = 2,
BOTTOM = 4,TOP = 8;
const int X_MIN = 100,X_MAX = 500,Y_MIN =
100,Y_MAX = 500;
int computeCode(double x, double y)
  int code = INSIDE;
  if (x < X MIN)
    code |= LEFT;
  else if (x > X_MAX)
    code |= RIGHT;
  if (y < Y_MIN)
    code |= BOTTOM;
  else if (y > Y_MAX)
    code |= TOP;
  return code;
}
void clipLine(double x1, double y1, double x2,
double y2)
  int code1 = computeCode(x1, y1);
  int code2 = computeCode(x2, y2);
  while (true)
    if (!(code1 | code2))
      line(x1, y1, x2, y2);
      break;
    }
    else if (code1 & code2)break;
    else
      int code = code1 ? code1 : code2;
      double x, y;
      if (code & TOP)
        x = x1 + (x2 - x1) * (Y_MAX - y1) / (y2 -
y1); y = Y_MAX;
      else if (code & BOTTOM)
```

```
{
         x = x1 + (x2 - x1) * (Y_MIN - y1) / (y2 -
y1); y = Y_MIN;
      else if (code & RIGHT)
         y = y1 + (y2 - y1) * (X_MAX - x1) / (x2 -
x1); x = X_MAX;
      else // code & LEFT
         y = y1 + (y2 - y1) * (X MIN - x1) / (x2 -
x1); x = X_MIN;
      }
      if (code == code1)
      {
         x1 = x; y1 = y;
         code1 = computeCode(x1, y1);
      }
      else
         x2 = x; y2 = y;
         code2 = computeCode(x2, y2);
      }
    }
  }
}
int main()
  initwindow(800,800);
  outtextxy(280,50,"ID: 174049");
  outtextxy(280,70,"Before clipping");
  line(150, 150, 400, 400);
  line(50, 400, 200, 50);
  line(300, 250, 550, 250);
  line(550, 400, 400, 550);
  outtextxy(280,80,"After clipping");
  clipLine(150, 150, 400, 400);
  clipLine(50, 400, 200, 50);
  clipLine(300, 250, 550, 250);
        clipLine(550, 400, 400, 550);
  while(!kbhit()){
        delay(100);
        }
}
```

Result:



