#include<iostream> #include<stdlib.h> #include<math.h> #include<graphics.h> using namespace std; class Coordinate

{

public:

int x,y;

char code[4];

};

class Lineclip

{

public:

Coordinate PT;

void drawwindow();

void drawline(Coordinate p1,Coordinate p2); Coordinate setcode(Coordinate p);

int visibility(Coordinate p1,Coordinate p2); Coordinate resetendpt(Coordinate p1,Coordinate p2);

};

int main()

{

Lineclip lc;

int gd = DETECT,v,gm; Coordinate p1,p2,p3,p4,ptemp; cout<<"\n Enter x1 and y1\n"; cin>>p1.x>>p1.y;

cout<<"\n Enter x2 and y2\n"; cin>>p2.x>>p2.y; initgraph(&gd,&gm,NULL); lc.drawwindow(); delay(2000);

lc.drawline (p1,p2); delay(2000); cleardevice(); delay(2000); p1=lc.setcode(p1); p2=lc.setcode(p2); v=lc.visibility(p1,p2); delay(2000); switch(v)

{

case 0: lc.drawwindow(); delay(2000); lc.drawline(p1,p2); break;

case 1:lc.drawwindow(); delay(2000);

break;

case 2:p3=lc.resetendpt(p1,p2); p4=lc.resetendpt(p2,p1); lc.drawwindow();

delay(2000); lc.drawline(p3,p4);

break;

}

delay(2000); closegraph();

}

void Lineclip::drawwindow()

{

line(150,100,450,100); line(450,100,450,350); line(450,350,150,350); line(150,350,150,100);

}

void Lineclip::drawline(Coordinate p1,Coordinate p2)

{

line(p1.x,p1.y,p2.x,p2.y);

}

Coordinate Lineclip::setcode(Coordinate p)

{

Coordinate ptemp; if(p.y<100) ptemp.code[0]='1'; else ptemp.code[0]='0'; if(p.y>350) ptemp.code[1]='1'; else ptemp.code[1]='0'; if(p.x>450) ptemp.code[2]='1'; else ptemp.code[2]='0'; if(p.x<150) ptemp.code[3]='1'; else ptemp.code[3]='0'; ptemp.x=p.x; ptemp.y=p.y; return(ptemp);

};

int Lineclip:: visibility(Coordinate p1,Coordinate p2)

{

int i,flag=0; for(i=0;i<4;i++)

{

if(p1.code[i]!='0' || (p2.code[i]=='1')) flag='0';

}

if(flag==0) return(0); for(i=0;i<4;i++)

{

if(p1.code[i]==p2.code[i] && (p2.code[i]=='1')) flag='0';

}

if(flag==0)

return(1); return(2);

}

Coordinate Lineclip::resetendpt(Coordinate p1,Coordinate p2)

{

Coordinate temp; int x,y,i;

float m,k; if(p1.code[3]=='1') x=150;

if(p1.code[2]=='1') x=450;

if((p1.code[3]=='1') || (p1.code[2])=='1')

{

m=(float)(p2.y-p1.y)/(p2.x-p1.x);

k=(p1.y+(m\*(x-p1.x))); temp.y=k;

temp.x=x; for(i=0;i<4;i++) temp.code[i]=p1.code[i];

if(temp.y<=350 && temp.y>=100) return (temp);

}

if(p1.code[0]=='1') y=100;

if(p1.code[1]=='1') y=350;

if((p1.code[1]=='1') || (p1.code[1]=='1'))

{

m=(float)(p2.y-p1.y)/(p2.x-p1.x);

k=(float)p1.x+(float)(y-p1.y)/m; temp.x=k;

temp.y=y; for(i=0;i<4;i++) temp.code[i]=p1.code[i]; return(temp);

}

else return(p1);

}