COMPUTER GRAPHICS (PRACTICAL) ASSIGNMENT -1

1. Write a program to draw a line using DDA algorithm. (you can give coordinate runtime or compile time and check all types of line)

2. Write a program to draw a line using Bresenham algorithm. (you can give coordinate runtime or compile time and check all types of line)

3. Write a program to draw following line pattern. You have to give choice to the user.
   1. for ……… line
   2. for ____ . ____ line
   3. for __ __ __ line.

4. Write a program to draw a house using DDA or Bresenham algorithm. (Give co-ordinate manually for the house)

5. Write a program to implement thickness of line using any DDA or Bresenham algorithm.

6. Write a program to draw a circle using midpoint circle algorithm.