#include<stdio.h>

#include<stdlib.h>

#include<gl/glut.h>

#define outcode int

#define true 1

#define false 0

double xmin, ymin, xmax, ymax;

double xvmin, yvmin, xvmax, yvmax;

const int RIGHT = 4;

const int LEFT = 8;

const int TOP = 1;

const int BOTTOM = 2;

int n;

struct line\_segment {

int x1;

int y1;

int x2;

int y2;

};

struct line\_segment ls[10];

outcode computeoutcode(double x, double y)

{

outcode code = 0;

if (y > ymax)

code |= TOP;

else if (y < ymin)

code |= BOTTOM;

if (x > xmax)

code |= RIGHT;

else if (x < xmin)

code |= LEFT;

return code;

}

void cohensuther(double x0, double y0, double x1, double y1)

{

outcode outcode0, outcode1, outcodeout;

bool accept = false, done = false;

outcode0 = computeoutcode(x0, y0);

outcode1 = computeoutcode(x1, y1);

do

{

if (!(outcode0 | outcode1))

{

accept = true;

done = true;

}

else if (outcode0 & outcode1)

done = true;

else

{

double x, y;

outcodeout = outcode0 ? outcode0 : outcode1;

if (outcodeout & TOP)

{

x = x0 + (x1 - x0) \* (ymax - y0) / (y1 - y0);

y = ymax;

}

else if (outcodeout & BOTTOM)

{

x = x0 + (x1 - x0) \* (ymin - y0) / (y1 - y0);

y = ymin;

}

else if (outcodeout & RIGHT)

{

y = y0 + (y1 - y0) \* (xmax - x0) / (x1 - x0);

x = xmax;

}

else

{

y = y0 + (y1 - y0) \* (xmin - x0) / (x1 - x0);

x = xmin;

}

if (outcodeout == outcode0)

{

x0 = x;

y0 = y;

outcode0 = computeoutcode(x0, y0);

}

else

{

x1 = x;

y1 = y;

outcode1 = computeoutcode(x1, y1);

}

}

} while (!done);

if (accept)

{

double sx = (xvmax - xvmin) / (xmax - xmin);

double sy = (yvmax - yvmin) / (ymax - ymin);

double vx0 = xvmin + (x0 - xmin) \* sx;

double vy0 = yvmin + (y0 - ymin) \* sy;

double vx1 = xvmin + (x1 - xmin) \* sx;

double vy1 = yvmin + (y1 - ymin) \* sy;

glColor3f(1, 0, 0);

glBegin(GL\_LINE\_LOOP);

glVertex2f(xvmin, yvmin);

glVertex2f(xvmax, yvmin);

glVertex2f(xvmax, yvmax);

glVertex2f(xvmin, yvmax);

glEnd();

glColor3f(0, 0, 1);

glBegin(GL\_LINES);

glVertex2d(vx0, vy0);

glVertex2d(vx1, vy1);

glEnd();

}

}

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(0, 0, 1);

glBegin(GL\_LINE\_LOOP);

glVertex2f(xmin, ymin);

glVertex2f(xmax, ymin);

glVertex2f(xmax, ymax);

glVertex2f(xmin, ymax);

glEnd();

for (int i = 0; i < n; i++)

{

glBegin(GL\_LINES);

glVertex2d(ls[i].x1, ls[i].y1);

glVertex2d(ls[i].x2, ls[i].y2);

glEnd();

}

for (int i = 0; i < n; i++)

cohensuther(ls[i].x1, ls[i].y1, ls[i].x2, ls[i].y2);

glFlush();

}

void myinit()

{

glClearColor(1, 1, 1, 1);

glColor3f(1, 0, 0);

glPointSize(1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0, 500, 0, 500);

}

void main(int argc, char\*\* argv)

{

printf("Enter window coordinates (xmin ymin xmax ymax): \n");

scanf\_s("%lf%lf%lf%lf", &xmin, &ymin, &xmax, &ymax);

printf("Enter viewport coordinates (xvmin yvmin xvmax yvmax) :\n");

scanf\_s("%lf%lf%lf%lf", &xvmin, &yvmin, &xvmax, &yvmax);

printf("Enter no. of lines:\n");

scanf\_s("%d", &n);

for (int i = 0; i < n; i++)

{

printf("Enter line endpoints (x1 y1 x2 y2):\n");

scanf\_s("%d%d%d%d", &ls[i].x1, &ls[i].y1, &ls[i].x2, &ls[i].y2);

}

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(500, 500);

glutInitWindowPosition(0, 0);

glutCreateWindow("clip");

myinit();

glutDisplayFunc(display);

glutMainLoop();

}