

DSA-II
LAB ASSIGNMENT 0

Step 1: Study graphics.h library in C. Implement functions like line(), getxy(), setxy(), setcolor() etc.

Step 2: Study OpenGL Library.

<https://www.geeksforgeeks.org/getting-started-with-opengl/>

Step 3: Design and Simulate any data structure like Linked List, Stack or Queue. Simulation should include all operations performed on designed data structures. Implement the same using OpenGL.

Use your own creativity to make it more user friendly.

You can take a look at this website to get an idea.

<https://www.cs.usfca.edu/~galles/visualization/source.html>

P.S: We are not expecting a website like the above. It is just a reference.

Note: The intention is to get acquainted with graphics library for the purpose of project implementation.

It is a non-graded assignment but it is compulsory to submit it on Moodle after the course is created. Demonstration of this lab assignment will be taken in second week of lab sessions.

