

Source code: //point Clipping

```
#include<stdio.h>

#include<graphics.h>

#include<conio.h>

#include<dos.h>

#include<stdlib.h>


int main()

{


    int x,y;

    int Xmin,Xmax,Ymin,Ymax;

    int gdriver=DETECT, gmode, errorcode;;

    initgraph(&gdriver, &gmode, "C:\\\\TURBOC3\\\\BGI");

    printf(" window :");

    Xmin=150;

    Xmax=150;

    Ymin=350;

    Ymax=350;

    setcolor(RED);

    rectangle(Xmin,Xmax,Ymin,Ymax);

    printf("Enter the coordinates of the point :");

    scanf("%d%d",&x,&y);

    putpixel(x,y,7);
```

```
    getch();

    if((Xmin<x) && (x<Xmax))
    {
        if((Ymin<y) && (y<Ymax))
        {
            printf("This point is inside the window .....");
            putpixel(x,y,15);
        }
    }

    getch();

    closegraph();

    return 0;

}
```

Output:

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
window :Enter the coordinates of the point :200 200

