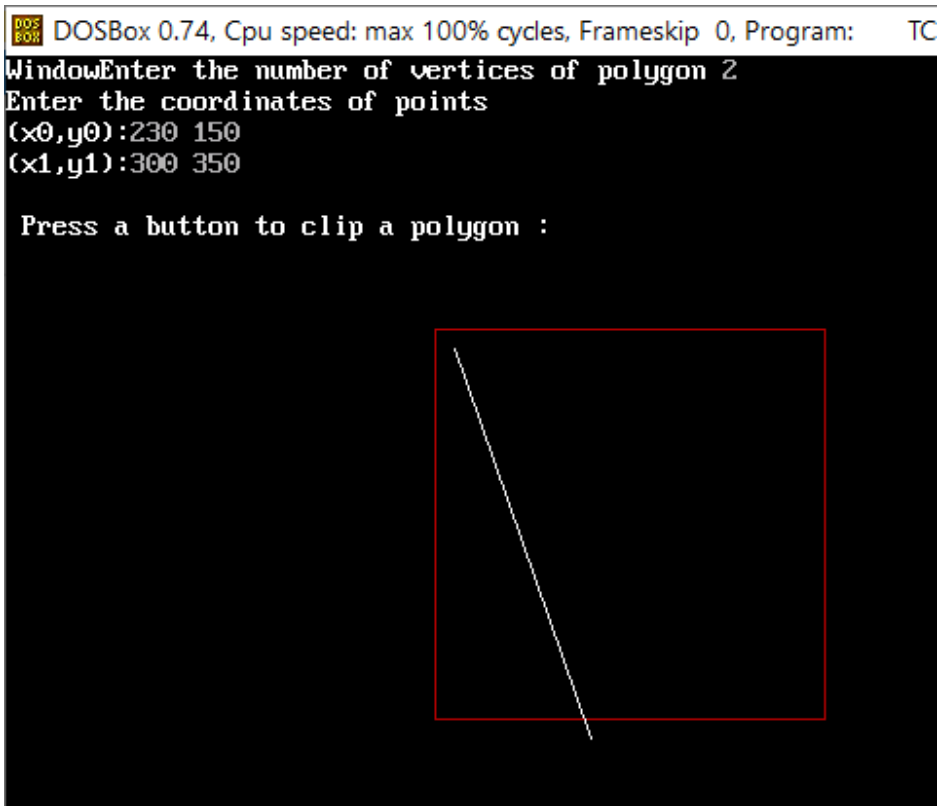
SOURCE CODE:

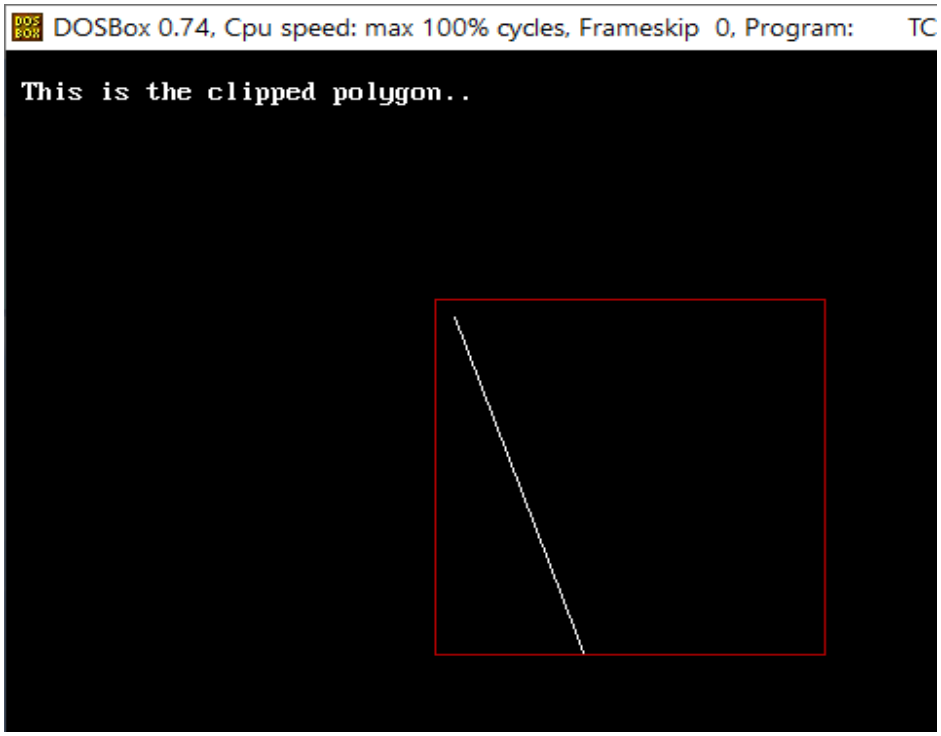
```
#include<stdio.h>
#include<stdlib.h>
#include<conio.h>
#include<graphics.h>
 int main()
{

        int gd,gm;
        int  n, *x,i,k=0;
        //window coordinates
        int wx1=220,wy1=140,wx2=420,wy2=140,wx3=420,wy3=340,wx4=220,wy4=340;
        int w[]={220,140,420,140,420,340,220,340,220,140};
        detectgraph(&gd,&gm);
        initgraph(&gd, &gm, "C:\\TURBOC3\\BGI");
        printf("Window");
        setcolor(RED);
        drawpoly(5,w);
        printf("Enter the number of vertices of Line ");
        scanf("%d",&n);
       x =malloc(n*2+1);
        printf("Enter the coordinates of points\n");
        k=0;
        for(i=0;i<n*2;i+=2)
        {
```

```
            printf("(x%d,y%d):",k,k);
            scanf("%d%d",&x[i],&x[i+1]);
            k++;
}
 x[n*2]=x[0];
x[n*2+1]=x[1];
setcolor(WHITE);
drawpoly(n+1,x);
printf("\n Press a button to clip a Line :");
getch();
setcolor(RED);
drawpoly(5,w);
setfillstyle(SOLID_FILL,BLACK);
floodfill(2,2,RED);
gotoxy(1,1);
printf("\n This is the clipped line..");
getch();
cleardevice();
closegraph();
return 0;
}
```

OUTPUT:


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
WindowEnter the number of vertices of polygon 2
Enter the coordinates of points
(x0,y0):230 150
(x1,y1):300 350
Press a button to clip a polygon :


DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: TC
This is the clipped polygon..