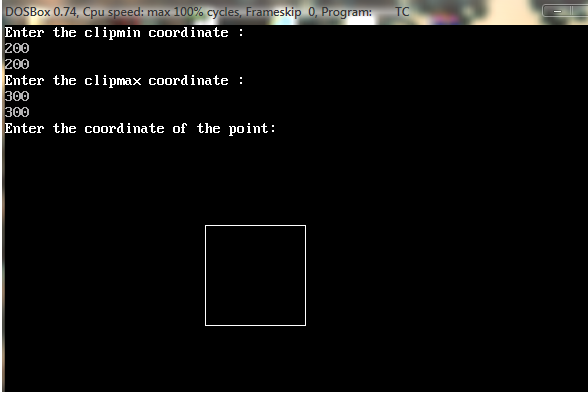
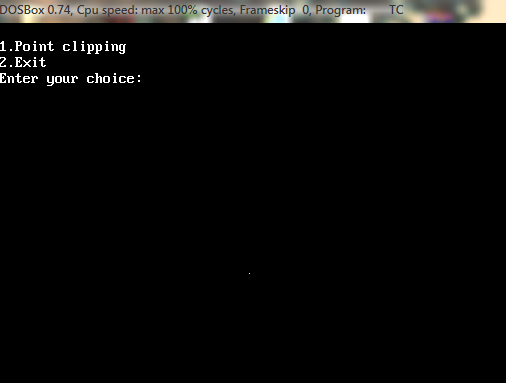
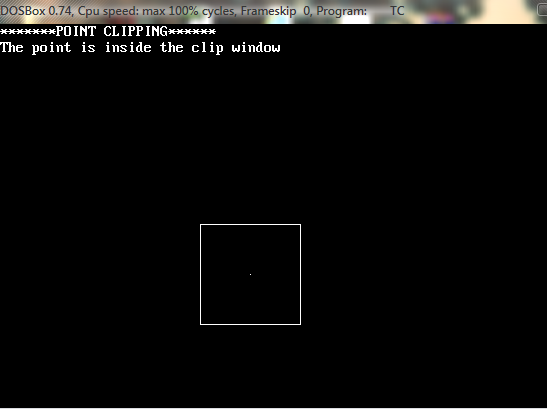
* **Write a program to implement point clipping**
* **Program**

1. #include<stdio.h>
2. #include<conio.h>
3. #include<graphics.h>
4. **void** main()
5. {
6. **int** gm,gr,xcmin,ycmin,xcmax,ycmax,x,y,c;
7. clrscr();
8. detectgraph(&gm,&gr);
9. initgraph(&gm,&gr,"c:\\tc\\BGI");
10. printf("Enter the clipmin coordinate :\n");
11. scanf("%d%d",&xcmin,&ycmin);
12. printf("Enter the clipmax coordinate :\n");
13. scanf("%d%d",&xcmax,&ycmax);
14. rectangle(xcmin,ycmax,xcmax,ycmin);
15. printf("Enter the coordinate of the point:\n");
16. scanf("%d%d",&x,&y);
17. detectgraph(&gm,&gr);
18. initgraph(&gm,&gr,"c:\\tc\\BGI");
19. putpixel(x,y,15);
20. printf("\n1.Point clipping\n2.Exit\nEnter your choice:\n");
21. scanf("%d",&c);
22. **switch**(c)
23. {
24. **case** 1:
25. detectgraph(&gm,&gr);
26. initgraph(&gm,&gr,"d:\\tc\\BGI");
27. rectangle (xcmin,ycmax,xcmax,ycmin);
28. printf("\*\*\*\*\*\*\*POINT CLIPPING\*\*\*\*\*\*\n");
29. **if** ((xcmin<x) && (x<xcmax))
30. {
31. **if** ((ycmin<y) && (y<ycmax))
32. {
33. printf("The point is inside the clip window\n");
34. putpixel(x,y,15);
35. }
36. }
37. **else**
38. printf("The point is outside the clipwindow \nThe point is clipped\n");
39. **break**;
40. **case** 2: exit(0);
41. }
42. getch();
43. }

* **Output**

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