**Write an algorithm to implement Cohen Sutherland Line Clipping**

* **Step 1** : Assign a region code for two endpoints of given line
* **Step 2** : If both endpoints have a region code 0000 then given line is completely inside and we will keep this line
* **Step 3** : If step 2 fails, perform the logical AND operation for both region codes.
  + **Step 3.1** : If the result is not **0000**, then given line is completely outside.
  + **Step 3.2** : Else line is partially inside.
    - **Step 3.2.a** : Choose an endpoint of the line that is outside the given rectangle.
    - **Step 3.2.b** : Find the intersection point of the rectangular boundary (based on region code).
    - **Step 3.2.c** : Replace endpoint with the intersection point and update the region code.
    - **Step 3.2.d** : Repeat step 2 until we find a clipped line either trivially accepted or rejected.
* **Step 4** : Repeat step 1 for all lines