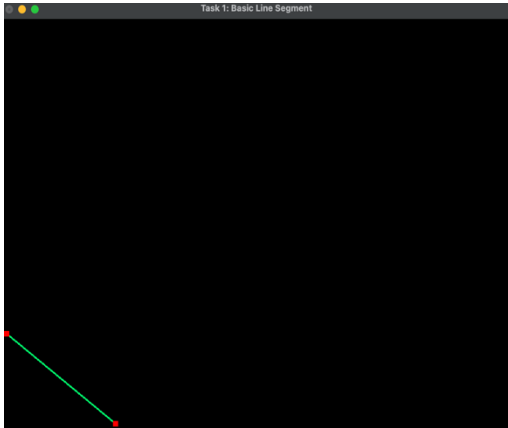
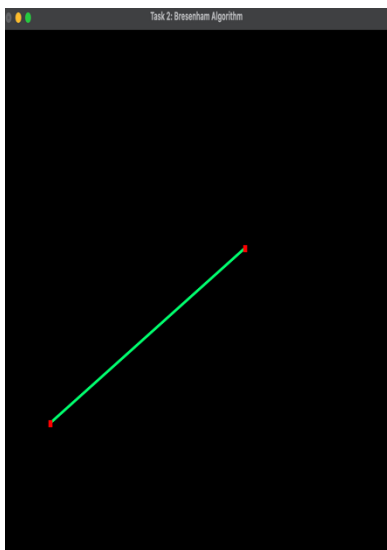


Task 1



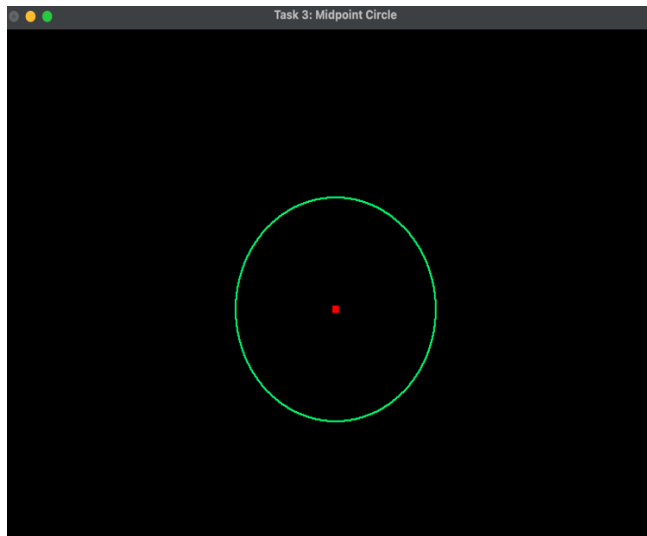
```
→ OpenGL_Lab ./task1
Task 1: Basic Line Segment
Press ESC or Q to quit
Task 1: Line drawn from (180, 15) to (10, 145)
Task 1: Line drawn from (180, 15) to (10, 145)
```

Task 2



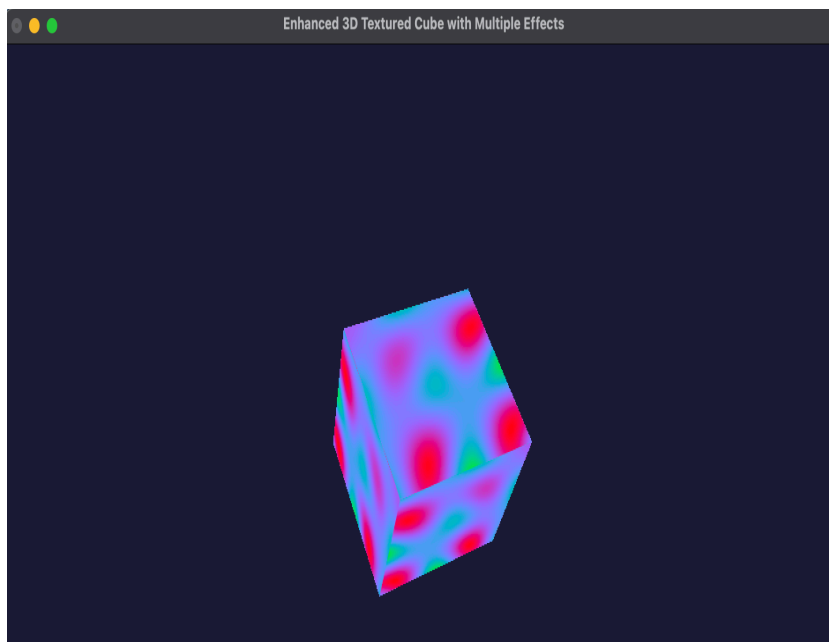
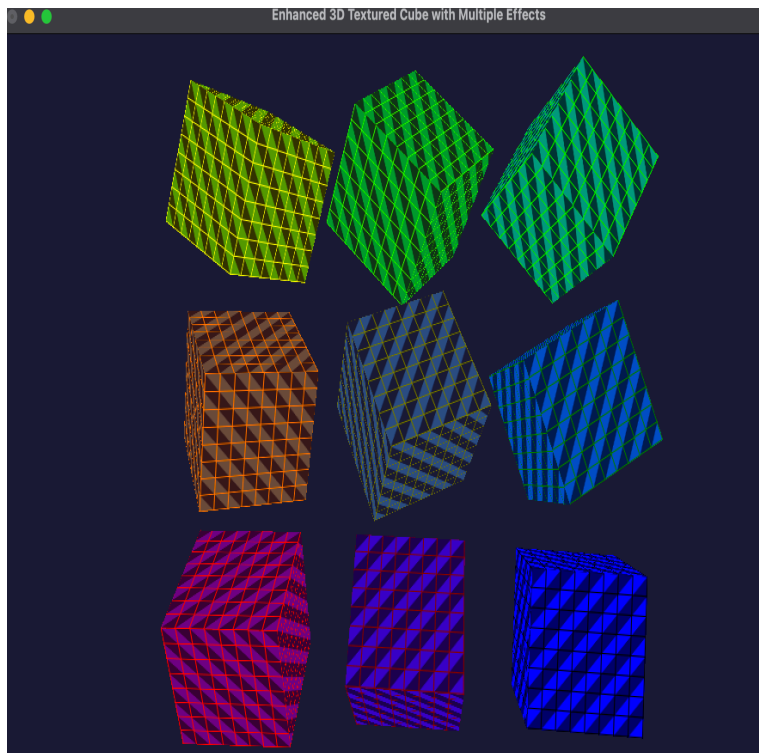
```
→ OpenGL_Lab ./task2
Task 2: Bresenham's Line Algorithm
Press ESC or Q to quit
Bresenham: (100,150) to (500,350), slope=0.50
Bresenham: (100,150) to (500,350), slope=0.50
```

Task 3

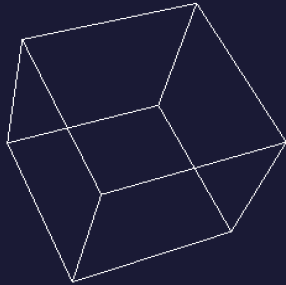


```
→ OpenGL_Lab ./task3
Task 3: Midpoint Circle Algorithm
Press ESC or Q to quit
Circle: center(400,300), radius=120
Circle: center(400,300), radius=120
```

Task 4



Enhanced 3D Textured Cube with Multiple Effects



```
Animation enabled
Animation disabled
Creating rainbow gradient texture...
Switched to rainbow gradient texture
Creating enhanced grid texture...
Switched to enhanced grid texture
Creating plasma texture...
Switched to plasma texture
Creating wood texture...
Switched to wood texture
Creating enhanced checkerboard texture...
Switched to enhanced checkerboard texture
Creating rainbow gradient texture...
Switched to rainbow gradient texture
Creating enhanced grid texture...
Switched to enhanced grid texture
Creating plasma texture...
Switched to plasma texture
Creating wood texture...
Switched to wood texture
Creating enhanced checkerboard texture...
Switched to enhanced checkerboard texture
Creating rainbow gradient texture...
Switched to rainbow gradient texture
Creating enhanced grid texture...
Switched to enhanced grid texture
Creating plasma texture...
Switched to plasma texture
Creating wood texture...
Switched to wood texture
Creating enhanced checkerboard texture...
Switched to enhanced checkerboard texture
Creating rainbow gradient texture...
Switched to rainbow gradient texture
Creating enhanced grid texture...
Switched to enhanced grid texture
Wireframe mode enabled
Wireframe mode disabled
Wireframe mode enabled
Wireframe mode disabled
Lighting disabled
Lighting enabled
Lighting disabled
Lighting enabled
Lighting disabled
Lighting enabled
Lighting disabled
Multiple cubes mode enabled
View reset
Animation enabled
Window resized to 1037x773
Window resized to 1044x777
Window resized to 1052x781
```