

ASSIGNMENT 3(IGVC)

1. Write a program to display a 2D object with options to support :
 - a) zooming,
 - b) panning and
 - c) moving operations
 - d) Viewing objects at different positionsby redefining viewport for each part.
2. Implement Line Clipping Algorithm :
 - a) Liang Barskey
 - b) Cohen-Sutherland
3. Implement Polygon Clipping Algorithm:
 - a) Sutherland-Hodgman Polygon-Clipping Algorithm
 - b) Weiler-Atherton Polygon Clipping

**odd roll no---a) part of both clipping algorithm.

**Even roll no--- b) part of both clipping algorithm.

** Programs should be properly commented.

**During evaluation you should know which api function is doing what.ss

**Assignment will be evaluated in next lab