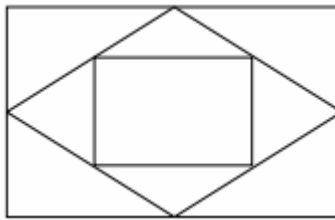


1. Implement Bresenham's line drawing algorithm for:

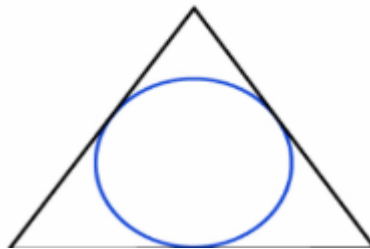
- i) Simple Line
- ii) Dashed Line
- iii) Solid Line

Using a mouse interface. Divide the screen into four quadrants with the center as (0,0).

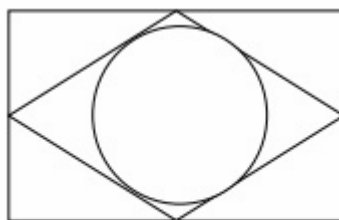
2. Use Bresenham's Line drawing algorithm to display the following object. Use the mouse interface.



3. Use Bresenham's Line and Circle drawing algorithm to display the following object. Use the mouse interface.



4. Use Bresenham's Line and Circle drawing algorithm to display the following object. Use the mouse interface.



5. Implement Bresenham's line drawing algorithm to draw a chessboard (4*4). Use mouse interfacing concept to accept xmin, ymin, xmax, and ymax value.

6. Generate fractal patterns using

- i) Bezier
- ii) Koch Curve

7. Write a program to draw a 2-D object (Use DDA Line drawing algorithm) and perform the following basic transformations

- a) Translation
- b) Scaling

8. Write a program to draw a 2-D object (Use DDA Line drawing algorithm) and perform the following basic transformations

- a) Translation
- b) Rotation

9. Write a program to draw a 2-D object (Use DDA Line drawing algorithm) and perform the following basic transformations

- a) Translation
- b) Reflection about an x-axis & y-axis

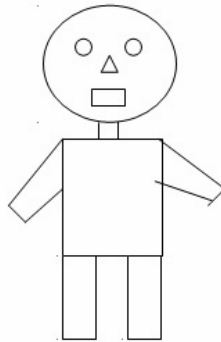
10. Write a program to clip a line using the Sutherland Line Clipping Algorithm. Use mouse click, keyboard interface

11. Implement the Sutherland-Hodgeman polygon clipping method to clip the polygon. Use mouse click, keyboard interface

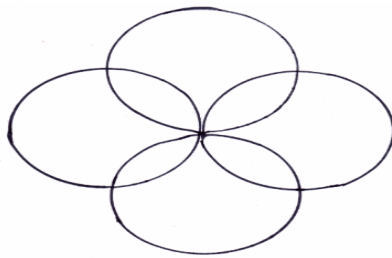
12. Implement the following polygon-filling methods:

- i) Flood Fill/Seed Fill
- ii) Boundary fill; using mouse interfacing

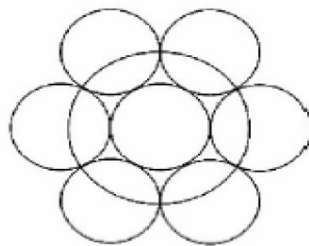
13. Use Bresenham's Line & Circle drawing algorithm to display the following object.



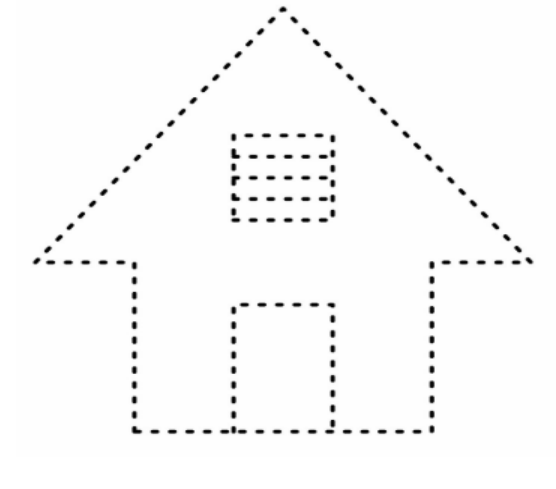
14. Use Bresenham's Circle drawing algorithm to display the following object. Use the mouse interface.



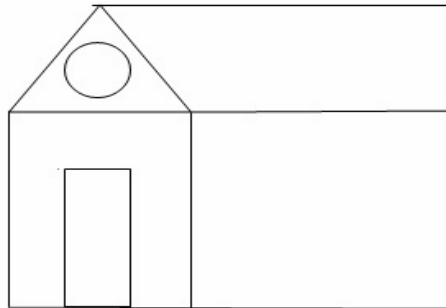
15. Use Bresenham's Circle drawing algorithm to display the following object. Use the mouse interface.



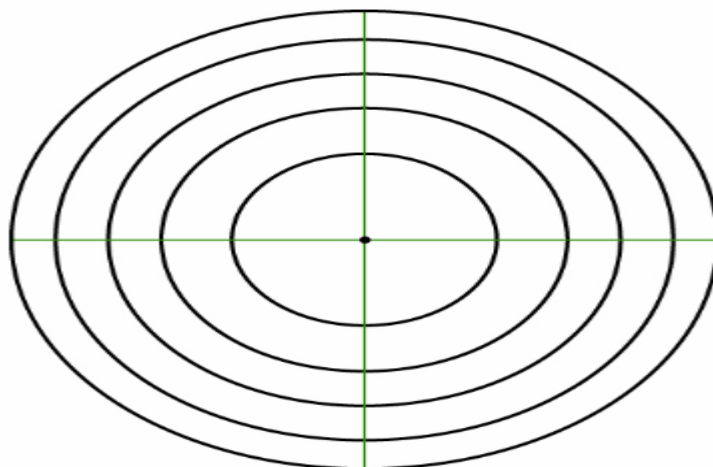
16. Use Bresenham's Line (dotted) drawing algorithm to display the following object.



17. Use Bresenham's Line & Circle drawing algorithm to display the following object.



18. Use Bresenham's Circle drawing algorithm to display the following object. Use the mouse interface. Divide the screen into four quadrants



19. Implement DDA line drawing algorithm for:
i) Simple Line

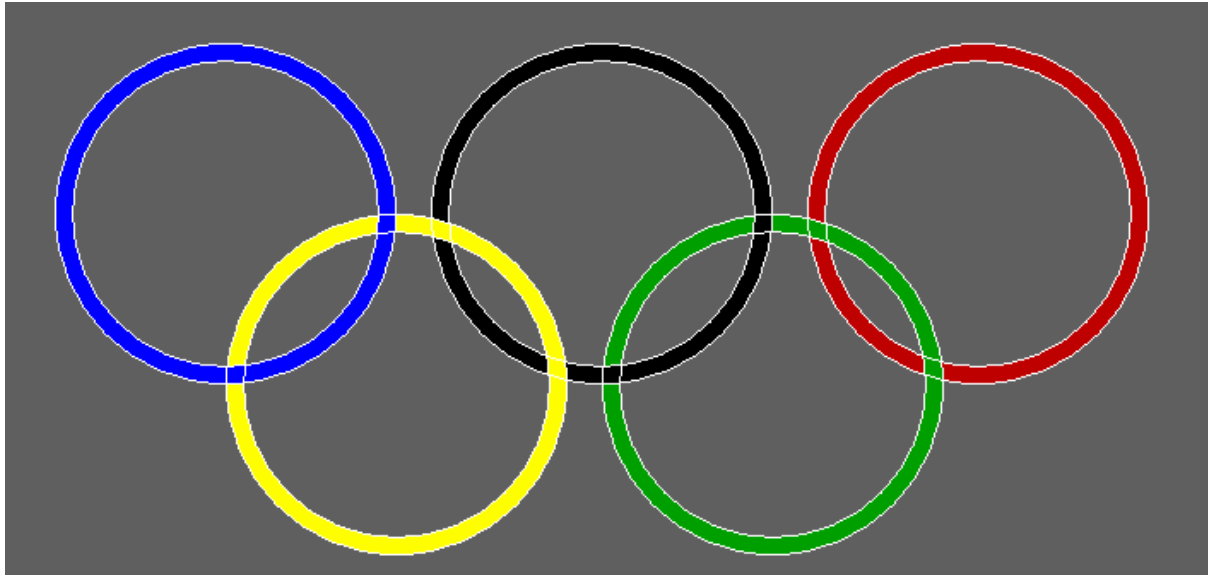
ii) Dashed Line

iii) Dotted Line

iv) Solid Line

Using a mouse interface. Divide the screen into four quadrants

20. Implement Bresenham's Circle drawing algorithm to display following output:



21. Use Bresenham's Line and Circle drawing algorithm to display the following object. Use the mouse interface.

