Lab Report List

| Experiment Number	Lab Report
1	An OpenGL program to draw a straight-line using glut .
2	An OpenGL program to draw a quad shape and a triangle
3	**An OpenGL program to draw four stars**
4	**An OpenGL program to draw chess board**
5	**An OpenGL program to draw a Line using Bresenham Line drawing algorithm**
6	**An Open GL program to draw a circle using Mid-point circle algorithm**
7	**An Open GL program to implement 2D transformations on a quads shape.**

Report will contain:

1. **Experiment No and Title**
2. **Code**
3. **Output**
4. **Graph**
5. **Discussion**

Outputs:

1.

2.

3.

4.
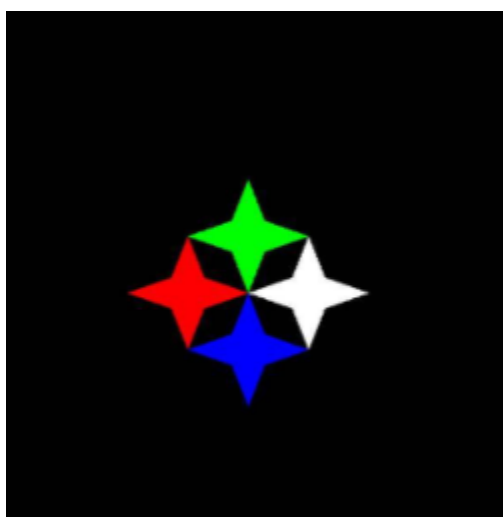

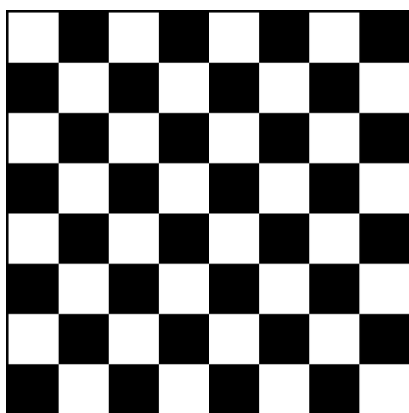
5.
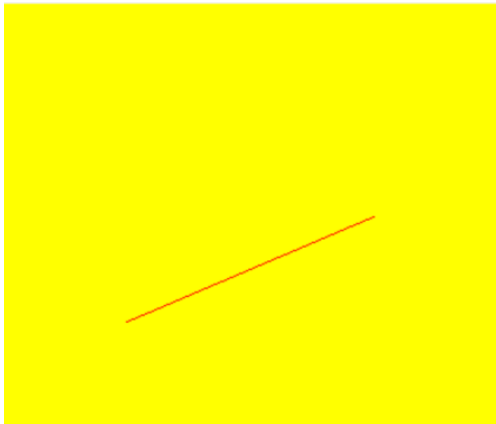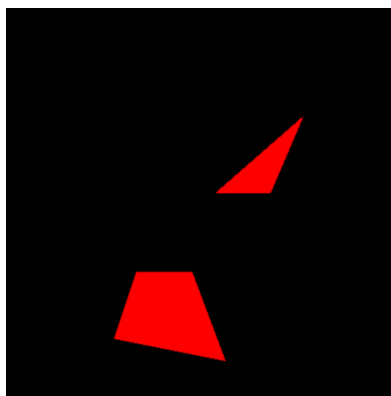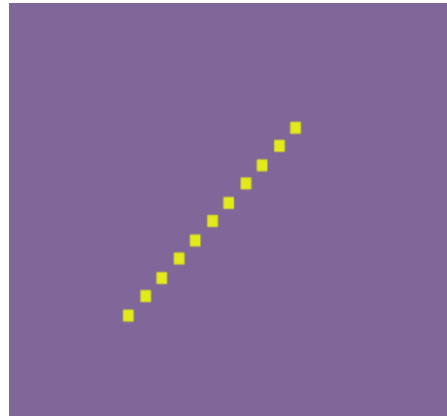
```
Enter Fist Point: 10 20
Enter Second Point: 20 30
P          X          Y
10.00      10.00      20.00
10.00      11.00      21.00
10.00      12.00      22.00
10.00      13.00      23.00
10.00      14.00      24.00
10.00      15.00      25.00
10.00      16.00      26.00
10.00      17.00      27.00
10.00      18.00      28.00
10.00      19.00      29.00
10.00      20.00      30.00
```

6.

```
Enter Radius of the circle :
15
P       X       Y       2X      2Y
-14     1       15      2       30
-11     2       15      4       30
-6      3       15      6       30
1       4       14      8       28
-18     5       14      10      28
-7      6       14      12      28
6       7       13      14      26
-5      8       13      16      26
12      9       12      18      24
7       10      11      20      22
6       11      10      22      20
```