

Indian Institute of Engineering Science and Technology, Shibpur

Department of Information Technology

Computer Graphics Lab

4th Semester, 2021

Assignment 2: Line Drawing

Before drawing the line you have to design your own coordinate space by dividing the created window into small grids of size of $m \times m$, where m will be taken as an input to your program. Each grid will be considered as a pixel and also middle of the created window is considered as the origin of your design coordinate space. Draw the X-axis and Y-axis through origin.

1. Write a program in C using OpenGL library to implement DDA (Digital Differential Analyser) algorithm in your own coordinate space. Your program should be able to take any end points as input.
2. Write a program in C using OpenGL library to implement Bresenham's line drawing algorithm. As input, program should take any end points of a line segment.