Computer Graphics: Lab Assessment

1. Write a program for 2D line drawing as Raster Graphics Display.
2. Write a program for circle drawing as Raster Graphics Display.
3. Write a program for Polygon filling as Raster Graphics Display.
4. Write a program for Line Clipping.
5. Write a program for Polygon Clipping.
6. Write a program for displaying 3D objects as 2D display using perspective transformation.
7. Write a program for Hidden surface removal from a 3D object.
8. write a program to draw a hut or another geometrical figures.
9. write a program to draw a line through Bresenham's Algorithm.
10. write a program to draw a line using DDA algorithm.
11. write a program to draw a line using Mid-Point algorithm.
12. Write a program to draw a circle using mid-point algorithm.
13. write a program to draw an Ellipse using Mid-Point algorithm.
14. write a program to rotate a Circle around any arbitrary point or around the boundary of another circle.
15. write a menu driven program to rotate, scale and translate a line point, square, triangle about the origin.
16. Write a program to perform line clipping.
17. Write a program to implement reflection of a point, line.
18. Write a program to perform shearing on a line.
19. Write a program to implement polygon filling.
20. Write a program to implement transformations in three dimensions.