

Programming Assignment #3

Deadline: 30th September, 2014

Implement Sutherland-Hodgeman Polygon Clipping algorithm using Cohen Sutherland Line clipping algorithm as provided in the following hyperlinks.

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/Clip.rc

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/Line.h

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/ClipUtil.h

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/WMain.cpp

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/Clip.cpp

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/Line.cpp

http://www.iitg.ernet.in/pinaki/P7_3_CsLineClip/ClipUtil.cpp