ASSIGNMENT 1

1.Write an Opengl program to implement Digital Diffrential Line drawing algorithm.
2.Write an OpenGL program to implement Rotation operation to any polygon.

ASSIGNMENT 2
1.Write an OpenGL program to implement Bresenhams Line drawing algorithm.
2. Write an OpenGL program to implement translate and rotation operation to any rectangle using Vertex Arrays.

ASSIGNMENT 3
1.Write an OpenGL program to implement Midpoint circle drawing algorithm.
2. Write an OpenGL program to implement Midpoint Ellipse drawing algorithm.

ASSIGNMENT 4
1. Write an OpenGL program to implement scan line polygon filling algorithm.
2. Write an OpenGL program to implement Rotation operation to any polygon with three vertex (without openGL inbuilt functions).

Please go through "glMatrixMode(), glRasterPos3f(), glutBitmapCharacter().