

ASSIGNMENT 1

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

ASSIGNMENT 2

1. Write an OpenGL program to implement Bresenham's 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 vertices (without OpenGL inbuilt functions).

ASSIGNMENT 5

1. Write an OpenGL program to draw user defined polygon (i.e) Number of vertices for polygon is based on user choice, implement transformation functions like translation, rotation, scaling to the polygon.
2. Write an OpenGL program to implement 3D cube.

ASSIGNMENT 6

1. Write an OpenGL program to implement Liang-Barsky Line clipping algorithm.