

- 1: Write a program to implement Bresenham's line drawing algorithm .
- 2: Write a program to implement mid-point circle drawing algorithm.
- 3: Write a program to draw Hermite curve.
- 4: Write a program to draw Bezier curve.
- 5: Write a program to apply various 2-D transformations on a 2D object.
- 6: Write a program to apply Translation (2D transformation) on a 2D object.
- 7: Write a program to apply Rotation (2D transformation) on a 2D object.
- 8: Write a program to apply Scaling (2D transformation) on a 2D object.
- 9: Write a program to apply Reflection (2D transformation) on a 2D object.
- 10: Write a program to apply Shearing (2D transformation) on a 2D object.
- 11: Write a program to implement Midpoint line (Scan conversion algo).
- 12: Write a program to clip a polygon using Sutherland Hodgeman algorithm.