

Name: Dhruba Saha

Roll no.: B.Sc(Sem-VI)Comp-04

Department: Department of Computer & System Sciences, Siksha Bhavana

University: Visva Bharati

Github Repository: <https://github.com/dhrubasaha08/CC-14-Computer-Graphics-Lab>

Sl. No.	Problem	Date of Submission
1	Write a program in C to draw a line by using DDA algorithm when two points are given. [Use OpenGL Library]	28/4/2023
2	Write a program in C to draw a line by using Bresenham's line drawing algorithm when two points are given. [Use OpenGL Library]	28/4/2023
3	Write a program in C to draw a circle by using midpoint circle drawing algorithm. [Use OpenGL Library]	28/4/2023
4	Write a program in C to draw an ellipse by using midpoint ellipse drawing algorithm. [Use OpenGL Library]	28/4/2023
5	Write a program in C to implement two-dimensional translation. Output depends upon user's choice. [Use OpenGL Library]	28/4/2023
6	Write a program in C to implement two-dimensional rotation with respect to a pivot point. Output depends upon user's choice. [Use OpenGL Library]	29/4/2023
7	Write a program in C to implement two-dimensional scaling with respect to a pivot point. Output depends upon user's choice. [Use OpenGL Library]	29/4/2023
8	Write a program in C to implement two-dimensional reflection with respect to a pivot point. Output depends upon user's choice. [Use OpenGL Library]	29/4/2023
9	Write a program in C to implement x-direction shear of an object in two-dimension relative to a line which is parallel to x-axis. Output depends upon user's choice. [Use OpenGL Library]	29/4/2023
10	Write a program in C to implement point visibility algorithm.	29/4/2023
11	Write a program in C to implement end point code generation algorithm.	29/4/2023
12	Write a program in C to implement Cohen-Sutherland algorithm.	29/4/2023
13	Write a program in C to implement midpoint subdivision algorithm.	28/4/2023
14	Write a program in C to implement Cyrus-Beck algorithm.	29/4/2023