

Computer Graphics

LAB 2: DDA and Integer Pixel Grid

1. Construct a OpenGL Program containing the following conditions:
 - a. Use a separate init() function to declare your own co-ordinate system. Use the range (-100, 100, -100, 100).
 - b. Construct a display function using DDA Algorithm to generate a straight line with input: X1, Y1 (initial vertex) and Xn,Yn (Final Vertex). Consider all three conditions of the DDA Algorithm while implementing the algorithm.
 - c. Create two lines as given below using DDA algorithm:

