Assignment 01 – Due on 09/04/20, 11.59pm

Tasks

Question 1

Complete Exercise 1.6 from the textbook (pages 27-28). Write a Java program for exercise 1.6.

Question 2

Compute the pixel co-ordinates for lines 1 and 2 given below using

i) DDA algorithm ii) Bresenham algorithm

Line1: $(x_p = 2, y_p = 1)$ to $(x_q = 7, y_q = 5)$

Line 2: $(x_p = 0, y_p = 8)$ to $(x_q = 5, y_q = 1)$

Show all the steps involved and mark the computed pixels on the blank pixel grid (attached) for each case.

Instructions for Submission:

Combine the written Java source program "*Tetris.java*" for question 1 and the solution for question 2 into a single ZIP file. Use your firstname_lastname (with an underscore) to name your ZIP file (e.g. jason_smith.zip). Submit your ZIP file via eLearning by the deadline.