

Experiment – 7 : 2 D Transformation

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**Ques : Perform 2d transformation on a given figure**

**Code :-**

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#include <windows.h>
#include <stdio.h>
#include <math.h>
#include <iostream>
#include <vector>
#include <GL/glut.h>
using namespace std;

int pntX1, pntY1, choice = 0, edges;
vector<int> pntX;
vector<int> pntY;
int transX, transY;
double scaleX, scaleY;
double angle, angleRad;
char reflectionAxis, shearingAxis;
int shearingX, shearingY;

double round(double d)
{
    return floor(d + 0.5);
}

void drawPolygon()
{
    glBegin(GL_POLYGON);
    glColor3f(1.0, 0.0, 0.0);
    for (int i = 0; i < edges; i++)
    {
        glVertex2i(pntX[i], pntY[i]);
    }
    glEnd();
}

void drawPolygonTrans(int x, int y)
{
    glBegin(GL_POLYGON);
    glColor3f(0.0, 1.0, 0.0);
    for (int i = 0; i < edges; i++)
    {
        glVertex2i(pntX[i] + x, pntY[i] + y);
    }
    glEnd();
}
```

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}

void drawPolygonScale(double x, double y)
{
    glBegin(GL_POLYGON);
    glColor3f(0.0, 0.0, 1.0);
    for (int i = 0; i < edges; i++)
    {
        glVertex2i(round(pntX[i] * x), round(pntY[i] * y));
    }
    glEnd();
}

void drawPolygonRotation(double angleRad)
{
    glBegin(GL_POLYGON);
    glColor3f(0.0, 0.0, 1.0);
    for (int i = 0; i < edges; i++)
    {
        glVertex2i(round((pntX[i] * cos(angleRad)) -
(pntY[i] * sin(angleRad))), round((pntX[i] * sin(angleRad)) +
(pntY[i] * cos(angleRad))));
    }
    glEnd();
}

void drawPolygonMirrorReflection(char reflectionAxis)
{
    glBegin(GL_POLYGON);
    glColor3f(0.0, 0.0, 1.0);

    if (reflectionAxis == 'x' || reflectionAxis == 'X')
    {
        for (int i = 0; i < edges; i++)
        {
            glVertex2i(round(pntX[i]), round(pntY[i] * -
1));
        }
    }
    else if (reflectionAxis == 'y' || reflectionAxis == 'Y')
    {
        for (int i = 0; i < edges; i++)
        {
            glVertex2i(round(pntX[i] * -1),
round(pntY[i]));
        }
    }
    glEnd();
}

```

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void drawPolygonShearing()
{
    glBegin(GL_POLYGON);
    glColor3f(0.0, 0.0, 1.0);

    if (shearingAxis == 'x' || shearingAxis == 'X')
    {
        glVertex2i(pntX[0], pntY[0]);

        glVertex2i(pntX[1] + shearingX, pntY[1]);
        glVertex2i(pntX[2] + shearingX, pntY[2]);

        glVertex2i(pntX[3], pntY[3]);
    }
    else if (shearingAxis == 'y' || shearingAxis == 'Y')
    {
        glVertex2i(pntX[0], pntY[0]);
        glVertex2i(pntX[1], pntY[1]);

        glVertex2i(pntX[2], pntY[2] + shearingY);
        glVertex2i(pntX[3], pntY[3] + shearingY);
    }
    glEnd();
}

void myInit(void)
{
    glClearColor(1.0, 1.0, 1.0, 0.0);
    glColor3f(0.0f, 0.0f, 0.0f);
    glPointSize(4.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(-640.0, 640.0, -480.0, 480.0);
}

void myDisplay(void)
{
    glClear(GL_COLOR_BUFFER_BIT);
    glColor3f(0.0, 0.0, 0.0);

    if (choice == 1)
    {
        drawPolygon();
        drawPolygonTrans(transX, transY);
    }
    else if (choice == 2)
    {
        drawPolygon();
        drawPolygonScale(scaleX, scaleY);
    }
}

```

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else if (choice == 3)
{
    drawPolygon();
    drawPolygonRotation(angleRad);
}
else if (choice == 4)
{
    drawPolygon();
    drawPolygonMirrorReflection(reflectionAxis);
}
else if (choice == 5)
{
    drawPolygon();
    drawPolygonShearing();
}

glFlush();
}

int main(int argc, char** argv)
{
    cout << "Enter your choice:\n\n" << endl;

    cout << "1. Translation" << endl;
    cout << "2. Scaling" << endl;
    cout << "3. Rotation" << endl;
    cout << "4. Mirror Reflection" << endl;
    cout << "5. Shearing" << endl;
    cout << "6. Exit\n" << endl;

    cin >> choice;

    if (choice == 6) {
        return choice;
    }

    cout << "\n\nFor Polygon:\n" << endl;

    cout << "Enter no of edges: "; cin >> edges;

    for (int i = 0; i < edges; i++)
    {
        cout << "Enter co-ordinates for vertex " << i + 1
<< " : "; cin >> pntX1 >> pntY1;
        pntX.push_back(pntX1);
        pntY.push_back(pntY1);
    }

    if (choice == 1)
    {

```

```

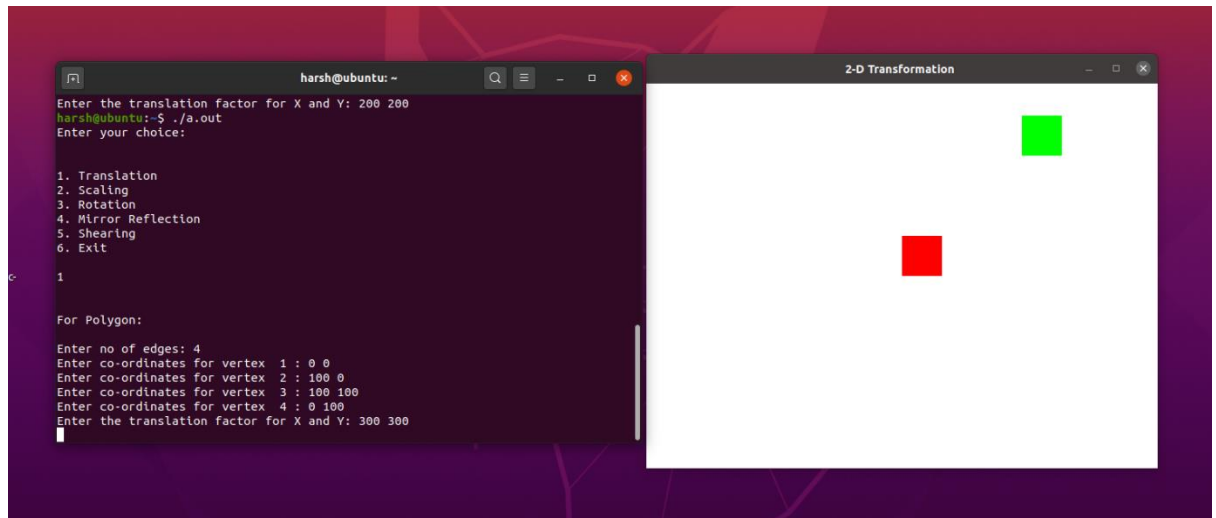
        cout << "Enter the translation factor for X and Y: ";
cin >> transX >> transY;
    }
    else if (choice == 2)
    {
        cout << "Enter the scaling factor for X and Y: ";
cin >> scaleX >> scaleY;
    }
    else if (choice == 3)
    {
        cout << "Enter the angle for rotation: "; cin >>
angle;
        angleRad = angle * 3.1416 / 180;
    }
    else if (choice == 4)
    {
        cout << "Enter reflection axis ( x or y ): "; cin >>
reflectionAxis;
    }
    else if (choice == 5)
    {
        cout << "Enter reflection axis ( x or y ): "; cin >>
shearingAxis;
        if (shearingAxis == 'x' || shearingAxis == 'X')
        {
            cout << "Enter the shearing factor for X: ";
cin >> shearingX;
        }
        else
        {
            cout << "Enter the shearing factor for Y: ";
cin >> shearingY;
        }
    }
    //cout << "\n\nPoints:" << pntX[0] << ", " << pntY[0] <<
endl;
    //cout << angleRad;

    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
    glutInitWindowSize(640, 480);
    glutInitWindowPosition(100, 150);
    glutCreateWindow("2-D Transformation ");
    glutDisplayFunc(myDisplay);
    myInit();
    glutMainLoop();
}

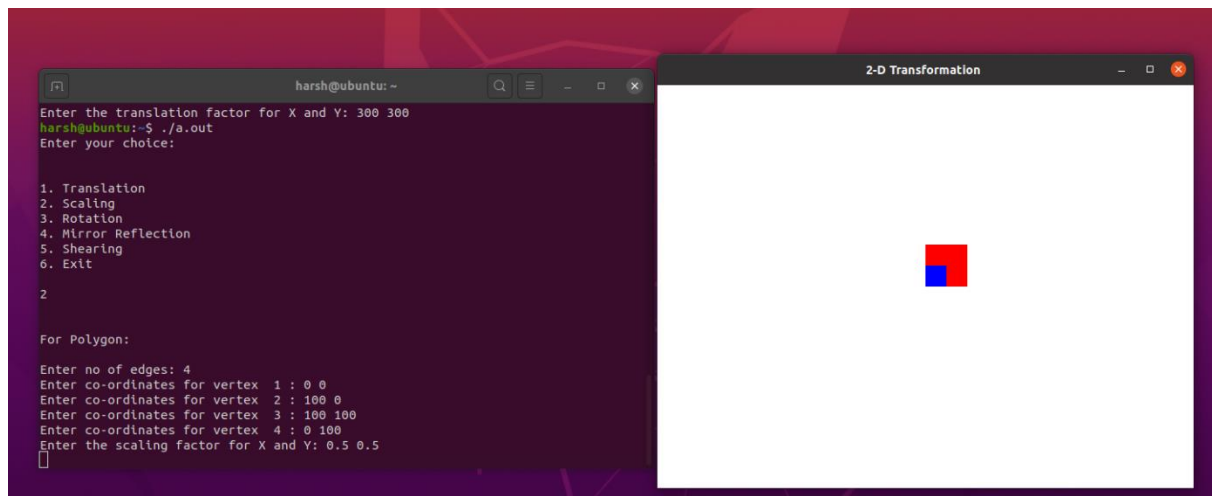
```

- Output Are As Follows : -

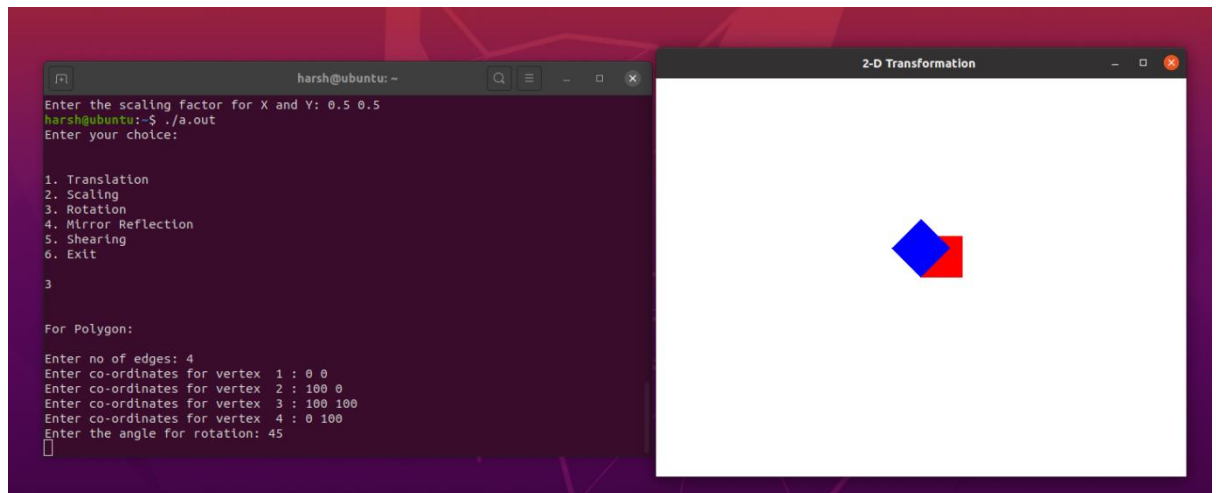
## 1.) Translation :



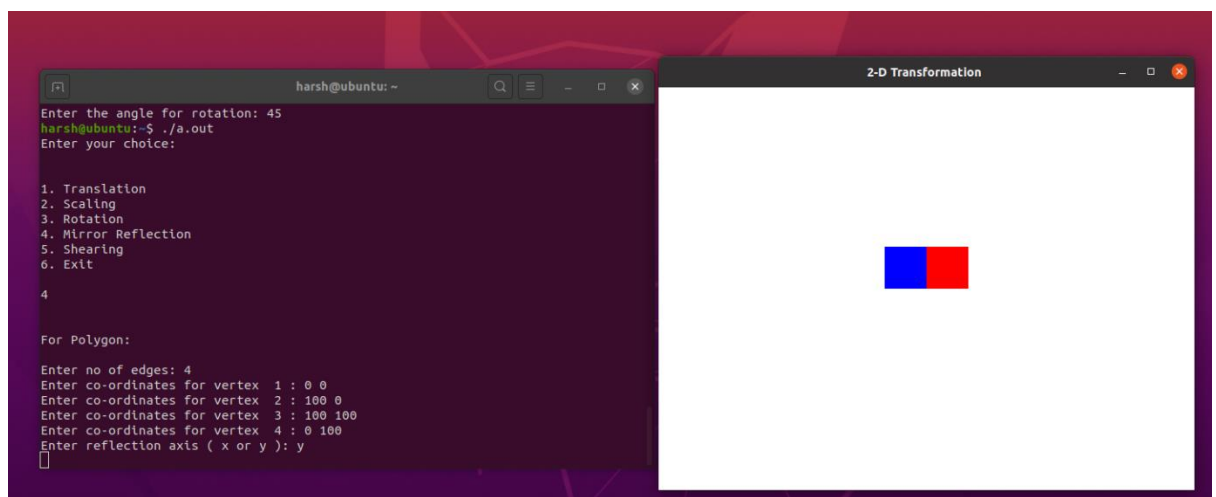
## 2.) Scaling



## 3.) Rotation



## 4.)Reflection



## 5.)Shearing

