# MRU LATEST-1

**Department of Computer Science & Technology**

**Computer Graphics (CSH310B-T)**

**Course: B. Tech Semester: VI Session: 2021-22 Subject: Computer Graphics and Multimedia (CSH310B-T)**

***Tut: 02*** *Line Drawing Algorithms*

***Objective:*** *To make the students able to represent the points and lines at any given coordinates in display devices with the help of different algorithms.*

***Course Outcome CO1*:** *Statement of CO1 from course plan*

***Blooms Taxonomy Level****: BT2, BT3*

1. Outline the Digital Differential Analyzer algorithm.
2. Outline the Bresenham’s line drawing algorithm.
3. A line is to be drawn on the screen starting from (8,4) to (2,0), using
   1. DDA and
   2. Bresenham’s, line drawing algorithms.

Find out which pixels would be needed to be shown on the screen.

1. Use a line drawing method to determine the pixels those can be put on a line starting at P(1,1) and ending at Q(7,5).