Subject : Computer graphics a kind multimedia

Sub code: CS3CO24

Lab Assignment list:

1. To study introduction of computer graphics.
2. Write a program to draw various shapes using graphics.h
3. Write a program to draw House
4. Write a program to draw moving car.
5. Write a program to draw a human body moving in the rain with the umbrella
6. Write a program to draw bouncing ball.
7. Write a program to draw flying kite.
8. Write a program to draw a house using DDA algorithm.
9. Write a program to draw a line using bresenham’s algorithm.
10. Write a program to draw a circle using midpoint algorithm.
11. Write a program to draw a circle using bresenham’s algorithm.
12. Write a program to implement flood fill algorithm.
13. Write a program to implement boundary fill algorithm.
14. Write a program to implement 3 basic transformations.
15. Write a program to implement Cohen Sutherland line clipping algorithm.
16. Write a program to implement Sutherland Hodgeman polygon clipping algorithm
17. Case study