Subject : Computer graphics and multimedis

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 a house by using various shapes.
4. Write a program to draw moving car.
5. Write a program to draw bouncing ball.
6. Write a program to draw a human body moving in the rain with the umbrella
7. Write a program to draw a house using DDA algorithm.
8. Write a program to draw a line using bresenham’s algorithm.
9. Write a program to draw a circle using midpoint algorithm.
10. Write a program to draw a circle using bresenham’s algorithm.
11. Write a program to implement flood fill algorithm.
12. Write a program to implement boundary fill algorithm.
13. Write a program to implement 3 basic transformation.
14. Write a program to implement Cohen Sutherland line clipping algorithm.
15. Write a program to implement Sutherland Hodgeman polygon clipping algorithm