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2014-17

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QUES 1. WRITE A C PROGRAM TO MAKE A HUT USING BUILT-IN GRAPHICS FUNCTION.

```
#include<graphics.h>
#include<conio.h>
void main()
{
        int gd=DETECT,gm;
        clrscr();
        initgraph(&gd,&gm,"..//BGI");
        setcolor(6);
        rectangle(50,180,150,300);
        rectangle(150,180,320,300);
        rectangle(80,250,120,300);
        line(100,100,50,180);
        line(100,100,300,100);
        line(300,100,320,180);
        line(100,100,150,180);
        getch();
        closegraph();
}
```

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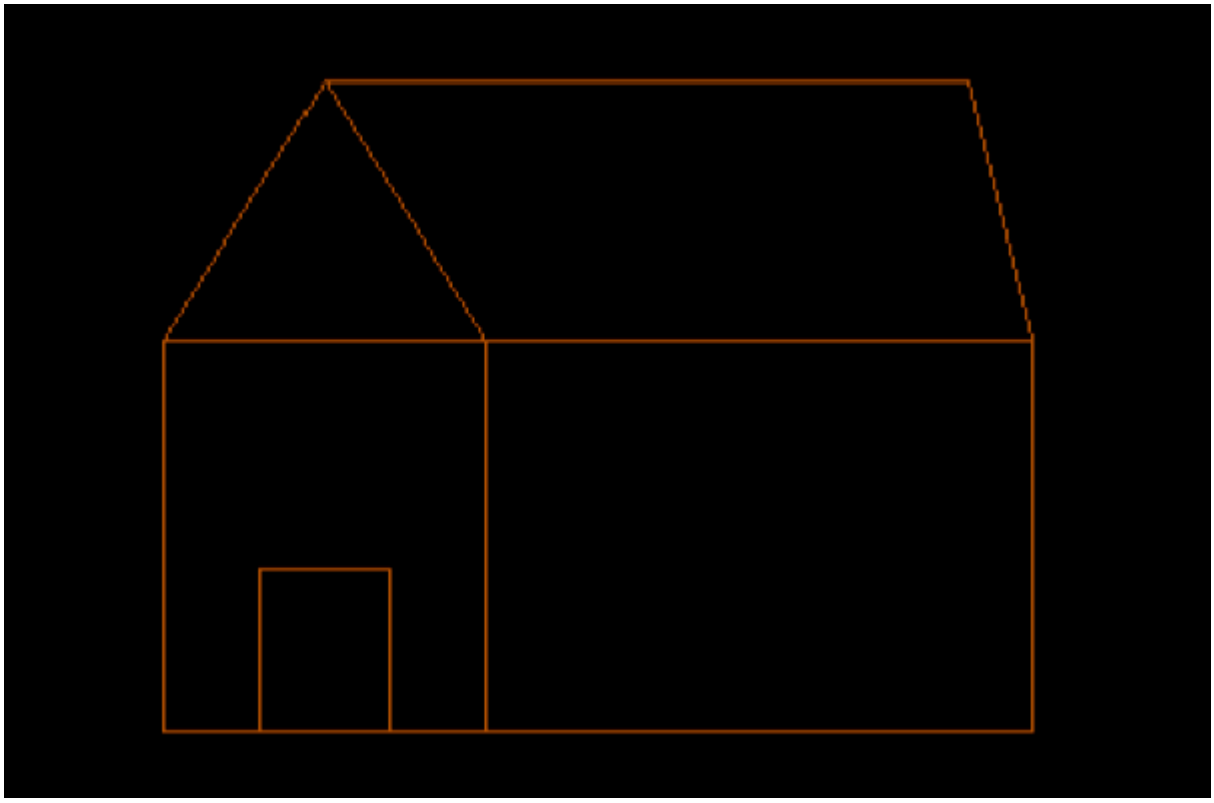
OUTPUT



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QUES 2. WRITE A C PROGRAM TO MAKE AND MOVE A FISH USING BUILT-IN GRAPHICS FUNCTION.

```
#include<graphics.h>
#include<conio.h>
#include<dos.h>

void main()
{
int gd=DETECT,gm;
int i;
clrscr();

initgraph(&gd,&gm,"C:\\TurboC3\\BGI");
setcolor(RED);
setbkcolor(1);
for(i=0;i<50;i++)
{
delay(200);
cleardevice();

ellipse(100-i,100,0,360,50,50);
circle(70-i,80,5);
arc(70-i,120,200,300,15);
line(150-i,100,185-i,140);
line(150-i,100,185-i,50);
line(185-i,140,185-i,50);
line(90-i,50,130-i,20);
line(130-i,20,130-i,60);
line(90-i,150,120-i,185);
line(120-i,185,120-i,145);
}
getch();
closegraph();
}
```

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OUTPUT

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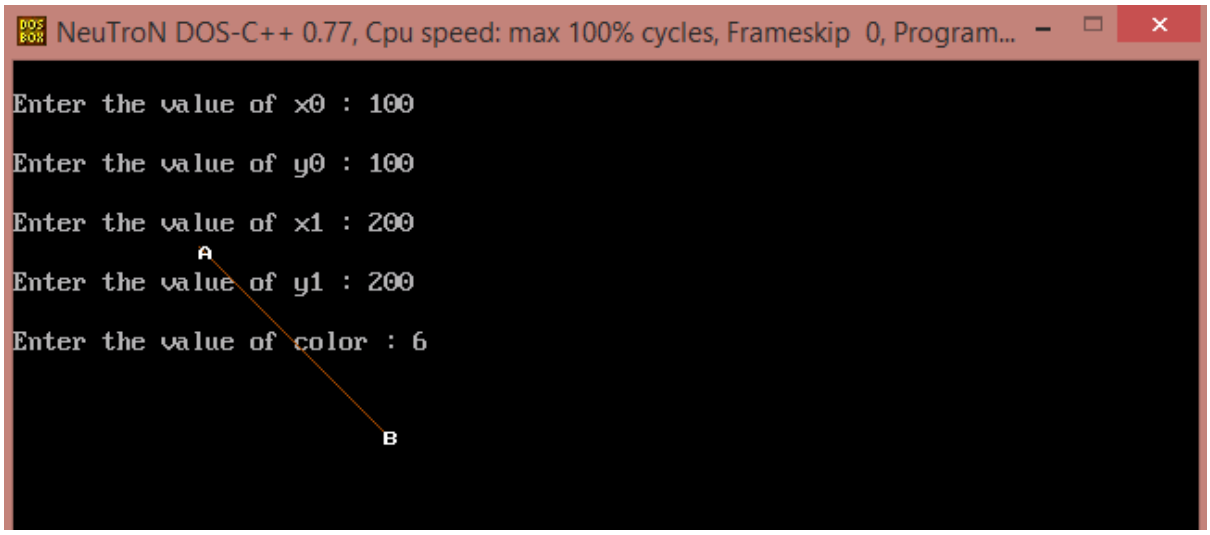
QUES 3. WRITE A C PROGRAM TO DRAW A LINE USING DDA ALGORITHM.

```
#include<graphics.h>
#include<conio.h>

void line1(int x0, int y0, int x1, int y1,int value)
{
        int x;
        double dy=y1-y0;
        double dx=x1-x0;
        double m=dy/dx;
        double y=y0;
        for(x=x0;x<=x1;x++)
        {
                putpixel(x,y,value);
                y+=m;
        }
}

void main()
{
        int val,x0,x1,y0,y1;
        int gd=DETECT,gm;
        initgraph(&gd,&gm,"..//bgi");
        printf("\nEnter the value of x0 : ");
        scanf("%d",&x0);
        printf("\nEnter the value of y0 : ");
        scanf("%d",&y0);
        printf("\nEnter the value of x1 : ");
        scanf("%d",&x1);
        printf("\nEnter the value of y1 : ");
        scanf("%d",&y1);
        printf("\nEnter the value of color : ");
        scanf("%d",&val);
        line1(x0,y0,x1,y1,val);
        outtextxy(x0,y0,"A");
        outtextxy(x1,y1,"B");
        getch();
        closegraph();
        restorecrtmode();
}
```

OUTPUT


NeuTroN DOS-C++ 0.77, Cpu speed: max 100% cycles, Frameskip 0, Program...
Enter the value of x0 : 100
Enter the value of y0 : 100
Enter the value of x1 : 200
Enter the value of y1 : 200
Enter the value of color : 6
A
B

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QUES 4. WRITE A C PROGRAM TO DRAW A LINE USING BRESENHAM'S ALGORITHM.

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void main()
{
        int x1,x2,y1,y2,dy,dx,x,y;
        float d;
        int gdriver=DETECT,gmode;
        initgraph(&gdriver,&gmode,"..//bgi");
        printf("eneter the coordinates of first point of line\n");
        scanf("%d%d",&x1,&y1);
        printf("eneter the coordinates of second point of line\n");
        scanf("%d%d",&x2,&y2);
        dy=y2-y1;
        dx=x2-x1;
        x=x1;
        y=y1;
        d=(2*dy)-dx;
        while(x<=x2)
        {
                if(d<0)
                {
                        x++;
                        putpixel(x,y,RED);
                        d=d+(2*dy);

                }
                else
                {
                        x++;
                        y++;
                        putpixel(x,y,RED);
                        d=d+(2*dy)-(2*dx);

                }
        }
        closegraph();
        getch();
}
```

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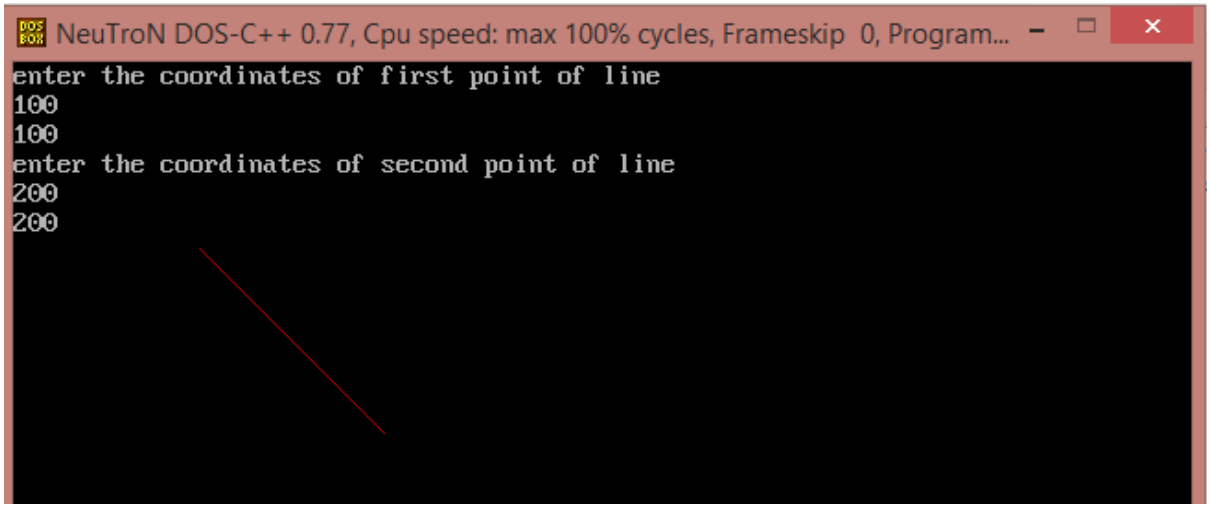
OUTPUT



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QUES5. WRITE A C PROGRAM TO DRAW AND FILL A FLAG USING BUILT IN FUNCTIONS.

```
#include<conio.h>
#include<graphics.h>
void main()
{
int gdriver=DETECT,gmode,i,j=0;
initgraph(&gdriver,&gmode,"C:\\TurboC3\\BGI");
cleardevice();
rectangle(150,100,400,150);
setfillstyle(SOLID_FILL,LIGHTRED);
floodfill(250,110,WHITE);

rectangle(150,150,400,200);
setfillstyle(SOLID_FILL,WHITE);
floodfill(250,180,WHITE);
rectangle(150,200,400,250);
setfillstyle(SOLID_FILL,GREEN);
floodfill(250,220,WHITE);

line(150,200,150,800);
setcolor(BLUE);
circle(280,175,24);
for(i=0;i<24;i++)
{
setfillstyle(SOLID_FILL,WHITE);
setcolor(BLUE);
pieslice(280,175,0+j,15+j,24);
j=j+15;
}
setcolor(YELLOW);
arc(150,127,90,275,30);
arc(150,190,275,90,30);
arc(150,250,90,275,30);
arc(150,310,275,90,30);
arc(150,370,90,275,30);
arc(150,430,275,90,30);
rectangle(100,450,210,490);
setfillstyle(SOLID_FILL,CYAN);
floodfill(200,470,YELLOW);


getch();
closegraph();
}
```

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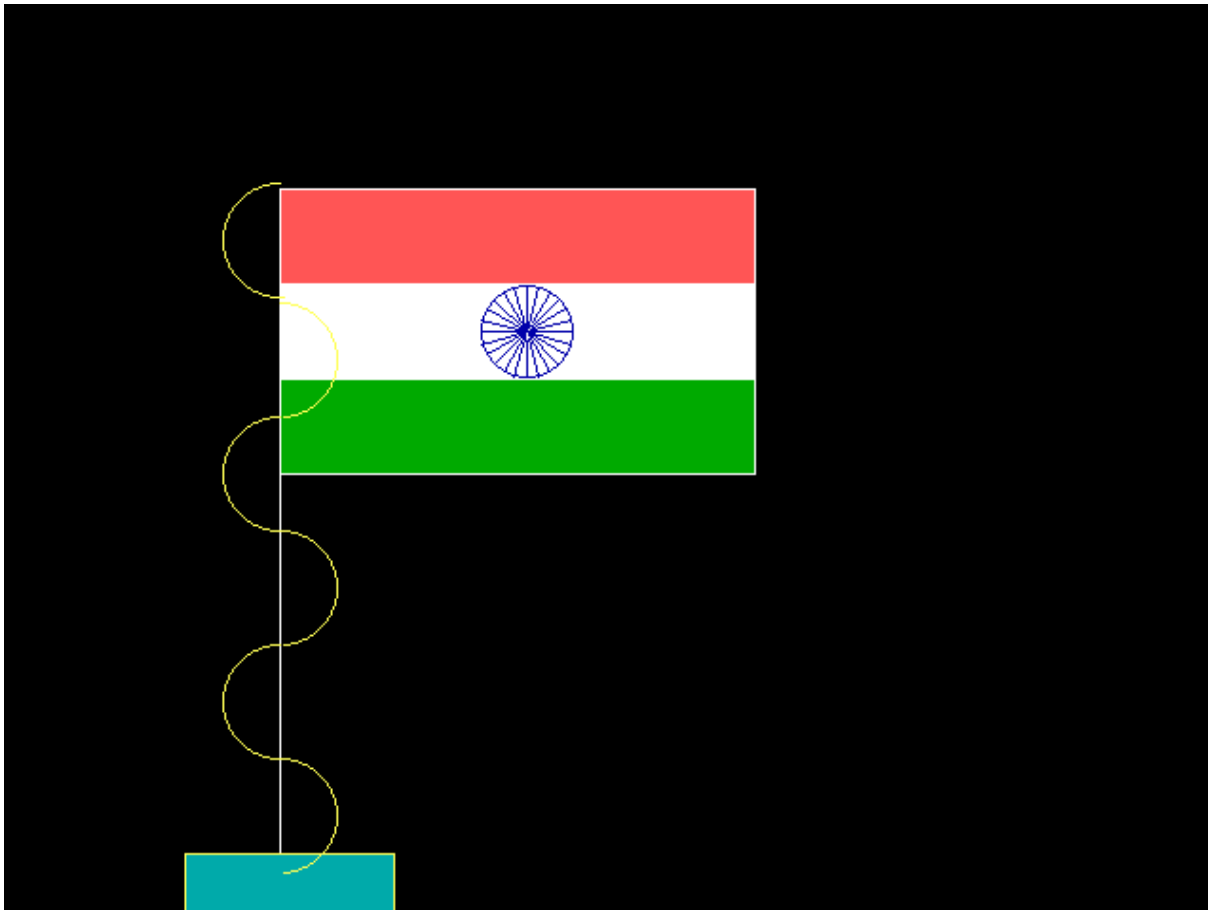

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QUES 6. WRITE A C PROGRAM TO DRAW A CIRCLE USING MID-POINT ALGORITHM.

```
#include<conio.h>
#include<graphics.h>

void cplot(int,int,int,int);

void main()
{
        int gd=DETECT,gm;
        int x,y,p,xc,yc,r;
        initgraph(&gd,&gm,"..//bgi");
        cleardevice();
        printf("Enter the values of x,y (center) and r (radius) : ");
        scanf("%d%d%d",&xc,&yc,&r);
        x=0;y=r;
        p=1-r;
        cplot(xc,yc,x,y);
        while(x<y)
        {
                x++;
                if(p<0)
                        p+=2*x+1;
                else
                {
                        y--;
                        p+=2*(x-y)+1;
                }
                cplot(xc,yc,x,y);
        }
        getch();
        closegraph();
}

void cplot(int xc,int yc,int x,int y)
{
        putpixel(xc+x,yc+y,15);
        putpixel(xc-x,yc+y,15);
        putpixel(xc+x,yc-y,15);
        putpixel(xc-x,yc-y,15);
        putpixel(xc+y,yc+x,15);
        putpixel(xc-y,yc+x,15);
        putpixel(xc+y,yc-x,15);
        putpixel(xc-y,yc-x,15);
}
```

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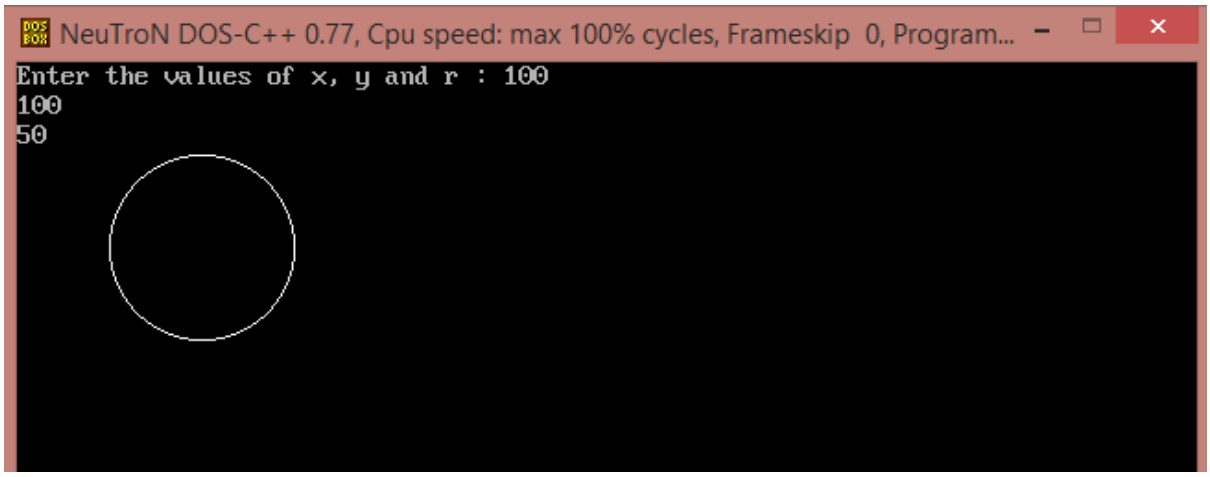
OUTPUT



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QUES7. Write a C program to draw an ellipse using midpoint algorithm

```
#include<conio.h>
#include<graphics.h>
#include<stdlib.h>
#include<stdio.h>

double sq(double x)
{
double y;
y=x*x;
return y;
}

void ellipsepoint(int x, int y, int value)
{
double a=325;
double b=225;

putpixel(x+a,y+b,value);
putpixel(x+a,-y+b,value);
putpixel(-x+a,y+b,value);
putpixel(-x+a,-y+b,value);
}
void midpointellipse(double a, double b, int value)
{
double d2;
double x=0;
double y=b;
double d1=sq(b)-(sq(a)*b)+(0.25*sq(a));
ellipsepoint(x,y,value);
while(  ( sq(a)*(y-5) )  > ( sq(b)*(x+1) ) )
{
 if(d1<0)
 {
  d1+=(sq(b)*(2*x+3));
 }
 else
 {
  d1+=(sq(b)*(2*x+3)+sq(a)*(-2*y+2));
  y--;
 }
 x++;
 ellipsepoint(x,y,value);
}
d2=(sq(b)*(sq(x+0.5))) + (sq(a)*(sq(y-1))) - (sq(a)*sq(b));
while(y>0)
{
```

```
 if(d2<0)
 {
  d2+=(sq(b)*(2*x+2)) + (sq(a)*(-2*y+3));
  x++;
  }
 else
 {
  d2+=(sq(a)*(-2*y+3));
 }
 y--;
 ellipsepoint(x,y,value);
}
}

void main()
{
int val;
int a,b;
int gd=DETECT,gm;
initgraph(&gd,&gm,"c:\\tc\\bgi");
printf("\nEnter the value of x co-ordinate \n");
scanf("%d",&a);
printf("\nEnter the value of y co-ordinate \n");
scanf("d",&b);
printf("\nEnter the value of color \n");
scanf("%d",&val);
midpointellipse(a,b,val);
//outtextxy(x0,y0,"A");
//outtextxy(x1,y1,"B");
getch();
closegraph();
restorecrtmode();
}
```

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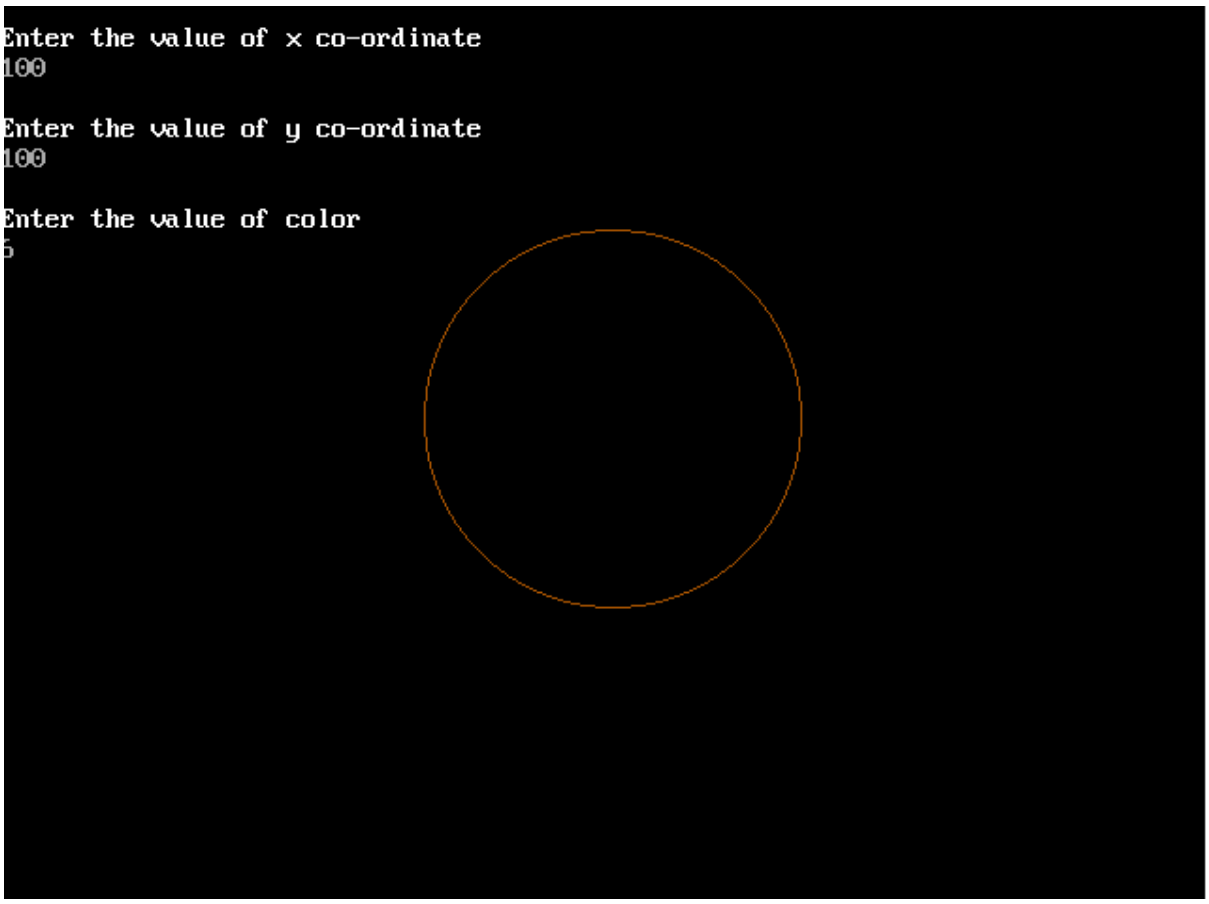
OUTPUT OF QUES7.



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QUES8. Write a menu driven C program to translate, scale and rotate a line, triangle and square about the origin

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void main()
{ int ch,x2,x1,y2,y1;
int gdriver=DETECT,gmode;
initgraph(&gdriver,&gmode,"..//bgi");
setcolor(4);
printf("Enter the initial points of line\n");
scanf("%d%d",&x1,&y1);
printf("Enter the end points of line\n");
scanf("%d%d",&x2,&y2);
line(x1,y1,x2,y2);
printf("\n\n\n1.translation\n2.rotation\n");
printf("Enter your choice:\n");
scanf("%d",&ch);
if(ch==1)
{ int tx,ty;
setcolor(WHITE);
printf("Enter tx and ty:");
scanf("%d%d",&tx,&ty);
printf("after translation:");
line(x1+tx,y1+ty,x2+tx,y2+ty);
}
else if(ch==2)
{ int rot,mult,t[3][3],b[3][2],a[3][2];
int i,j,k;
line(getmaxx()/2,0,getmaxx()/2,getmaxy());
line(0,getmaxy()/2,getmaxx(),getmaxy()/2);
setcolor(WHITE);
line(x1,y1,x2,y2);
/*coordinate matrix*/
a[0][0]=x1;
a[0][1]=x2;
a[0][2]=1;
a[1][0]=y1;
a[1][1]=y2;
a[1][2]=1;
scanf("%d",&rot);
/*tranlating matrix*/
setcolor(WHITE);
t[0][0]=cos(rot*3.14/180);
t[0][1]=-sin(rot*3.14/180);
t[0][2]=0;
t[1][0]=sin(rot*3.14/180);
t[1][1]=cos(rot*3.14/180);
t[1][2]=0;
```

```
t[2][0]=0;
t[2][1]=0;
t[2][2]=1;
for(i=0;i<=2;i++)
{ for(j=0;j<=1;j++)
{ mult=0;
for(k=0;k<=2;k++)
{ mult=mult+t[i][k]*a[k][j];
}
b[i][j]=mult;
}
}
printf("after scaling:");
line(getmaxx()/2+x1,getmaxy()/2-y1,getmaxx()/2+x2,getmaxy()/2-y2);
}
else
{
printf("wrong choice");
}
//closegraph();
getch();
}
```

//for circle(scaling)

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
void putp(int x,int y,int v)
{
putpixel(320+x,240+y,v);
putpixel(320+x,240-y,v);
putpixel(320-x,240+y,v);
putpixel(320-x,240-y,v);
putpixel(320+y,240+x,v);
putpixel(320+y,240-x,v);
putpixel(320-y,240+x,v);
putpixel(320-y,240-x,v);
}
void main()
{
int x=0,y,r,p,value,sx,sy;
int gdriver=DETECT,gmode;
initgraph(&gdriver,&gmode,"..//bgi");
printf("enter the radius\n");
scanf("%d",&r);
printf("enter the value of color: v(0-14)\n");
scanf("%d",&value);

p=1-r;
y=r;
while(y>x)
{
putp(x,y,WHITE);
if(p<0)
```

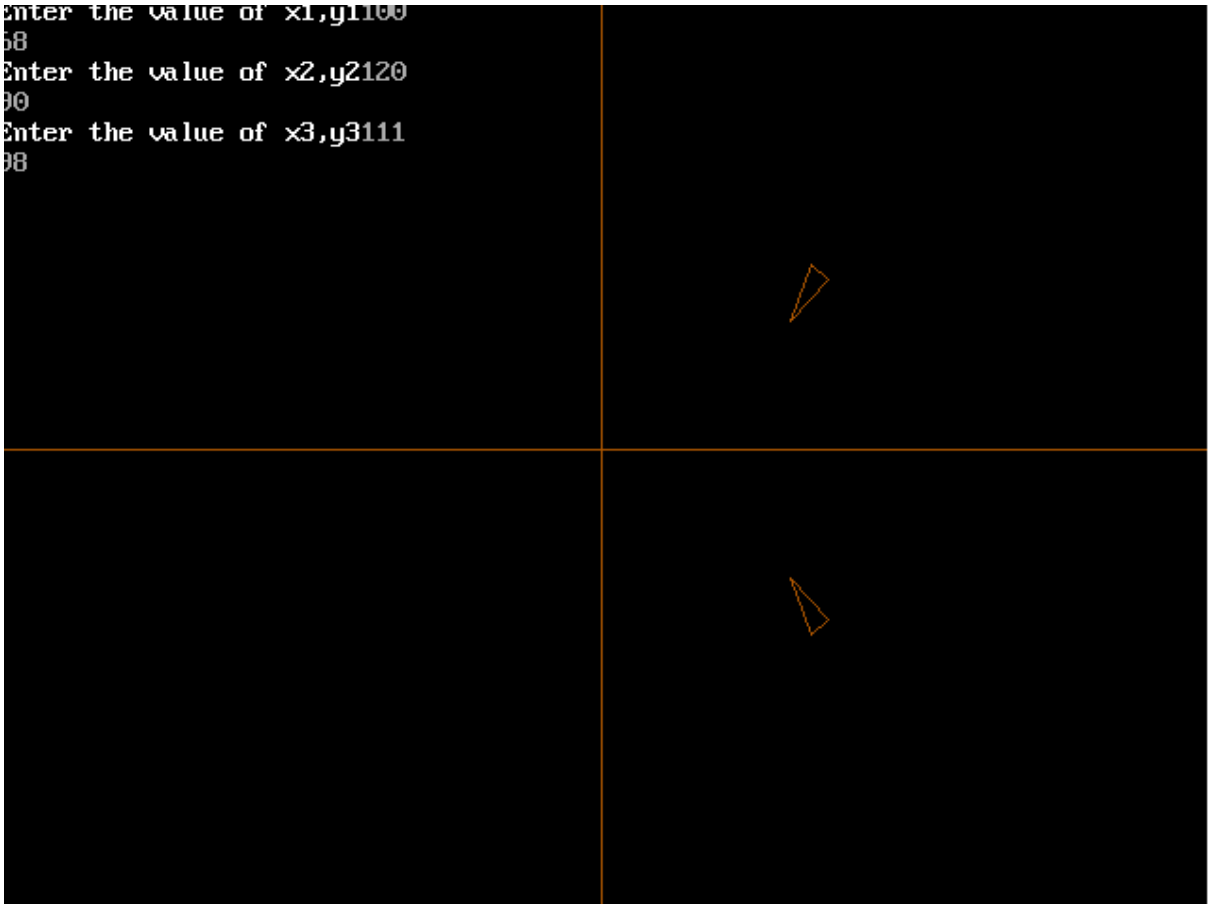
```
p=p+2*x+3;
else
{
p+=2*(x-y)+5;
y--;
}
x++;
}
printf("Enter scaling points:\n");
scanf("%d",&sx);
setcolor(RED);
r*=sx;
circle(x+400,y+300,r);
getch();
closegraph();
}
```

QUES9. Write a C program to reflect a triangle_

```
#include<stdio.h>
```

```
#include<graphics.h>
#include<conio.h>
void reflect(int x,int y)
{
                                        int arr[3][3];
                                    int x1,y1,x2,y2,x3,y3,i,j,k;
                                int refy[3][3]={1,0,0,0,-1,0,0,0,1};
                                        int arr1[3][3]={0};

                                    printf("Enter the value of x1,y1");
                                        scanf("%d%d",&x1,&y1);
                                arr[0][0]=x1,arr[1][0]=y1,arr[2][0]=1;

                                    printf("Enter the value of x2,y2");
                                        scanf("%d%d",&x2,&y2);
                                arr[0][1]=x2,arr[1][1]=y2,arr[2][1]=1;

                                    printf("Enter the value of x3,y3");
                                        scanf("%d%d",&x3,&y3);
                                arr[0][2]=x3,arr[1][2]=y3,arr[2][2]=1;

                                        setcolor(6);
                                    line(0,y/2,x,y/2);
                                    line(x/2,0,x/2,y);
                        line(arr[0][0]+x/2,arr[1][0]+y/2,arr[0][1]+x/2,arr[1][1]+y/2);
                        line(arr[0][0]+x/2,arr[1][0]+y/2,arr[0][2]+x/2,arr[1][2]+y/2);
                        line(arr[0][2]+x/2,arr[1][2]+y/2,arr[0][1]+x/2,arr[1][1]+y/2);

                                    for(i=0;i<3;i++)
                                    for(j=0;j<3;j++)
                                    for(k=0;k<3;k++)
                                            {
                                                    arr1[i][j]+=refy[i][k]*arr[k][j];
                                            }
                        line(arr1[0][0]+x/2,arr1[1][0]+y/2,arr1[0][1]+x/2,arr1[1][1]+y/2);
                        line(arr1[0][0]+x/2,arr1[1][0]+y/2,arr1[0][2]+x/2,arr1[1][2]+y/2);
                        line(arr1[0][2]+x/2,arr1[1][2]+y/2,arr1[0][1]+x/2,arr1[1][1]+y/2);
}
void main()
{
                                    int gd=DETECT,gm,x,y;
                                    initgraph(&gd,&gm,"");
                                        x=getmaxx();
                                        y=getmaxy();
                                    //printf("x=%d y=%d",x,y);
                                        setcolor(6);
                                    //x1=x/2,y1=y/2;
                                        reflect(x,y);
                                        getch();}
```

/OUTPUT OF QUES9



QUES10. Write a C program to shear a polygon

```
#include<stdio.h>
#include<conio.h>
```

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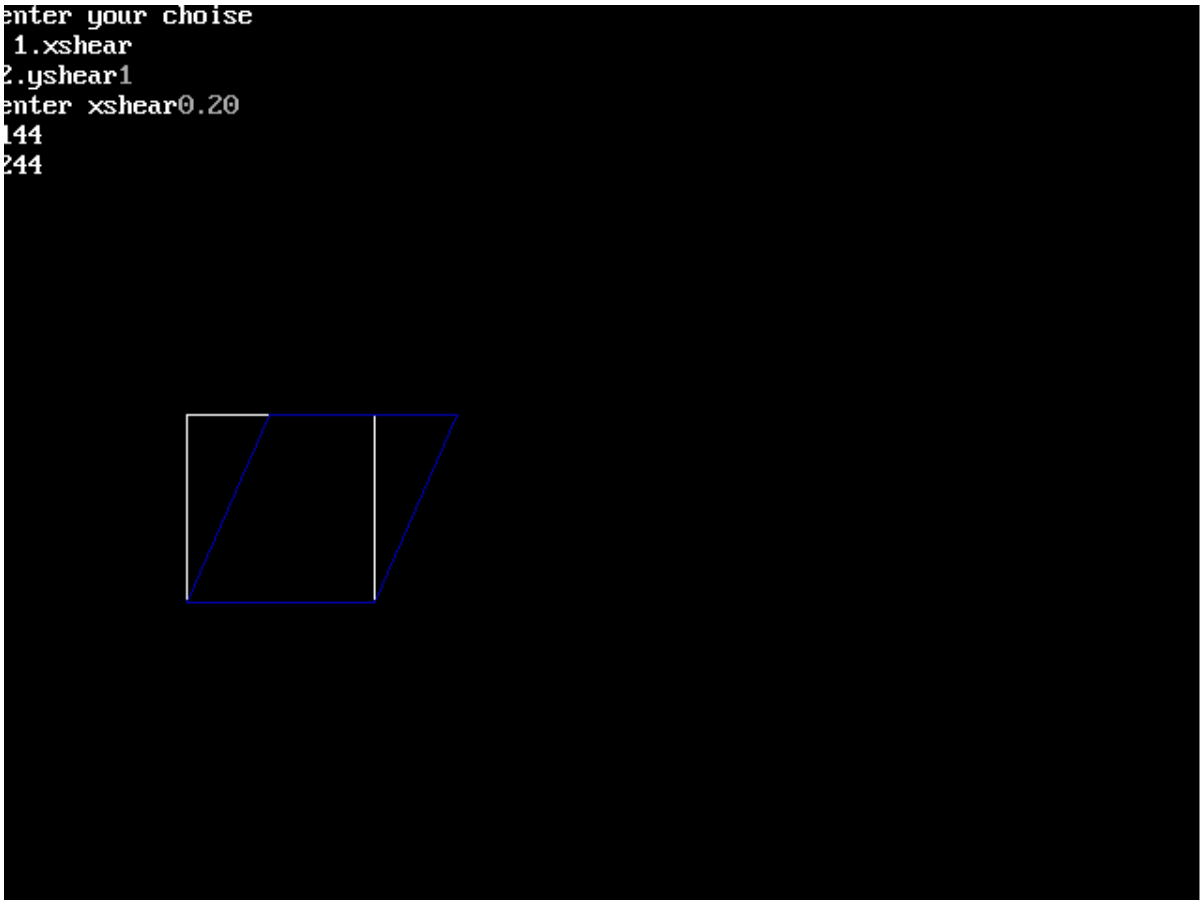
```
#include<graphics.h>
void main()
{
int gd=DETECT,ch,gm,x1,x2,y1,y2,x3,x4,y3,y4;
float i;
clrscr();
initgraph(&gd,&gm,"");
  x1=100;
  x2=200;
  x3=200   ;
  x4=100  ;
  y1=220;
  y2=320 ;
  y3= 220;
  y4=320;


  line(x1,y1,x3,y3);
  line(x1,y1,x4,y4);
  line(x2,y2,x4,y4);
  line(x2,y2,x3,y3);
  printf("enter your choise \n 1.xshear\n2.yshear");
  scanf("%d",&ch);
  if(ch==1)
  {
  printf("enter xshear");
  scanf("%f",&i);
  setcolor(BLUE);
   x1=x1+i*y1;
   x3=x3+i*y3;
   printf("%d\n%d",x1,x3);
  line(x1,y1,x3,y3);
  line(x1,y1,x4,y4);
  line(x2,y2,x4,y4);
  line(x2,y2,x3,y3);
   }
   else if(ch==2){
  printf("enter yshear");
  scanf("%f",&i);
  setcolor(BLUE);
   y3=y3+i*x3;
   y2=y2+i*x2;
   printf("%d\n%d",y1,y3);
  line(x1,y1,x3,y3);
  line(x1,y1,x4,y4);
  line(x2,y2,x4,y4);
  line(x2,y2,x3,y3);  }
  else
  printf("wrong choice");

  getch();}
```

OUTPUT OF QUES10



QUES11. Write a C program to fill polygon using boundary algorithm

#include<conio.h>

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```
#include<graphics.h>
#include<stdio.h>
void main()
{
 int gd=DETECT,gm,col,z,x=100,y=100,x1=300,y1=300,c=1;
 initgraph(&gd,&gm,"C:\\TurboC3\\BGI");
 clrscr();
 rectangle(x,y,x1,y1);
  x=x+1;
 z=x;
 y=y+1;

 // col=getpixel(x,y);
 // printf("%d",col);
 col=getpixel(x,y);
  printf("%d",col);
 while(col!=15)
 {
 while(col!=15)
 { delay(1);
  putpixel(x,y,c);

  x++;
    col=getpixel(x,y);
 }
 y++;
 x=z;
 if(c<15)
 c++;
 else
 c=1;
// c--;
 col=getpixel(x,y);
 }
 getch();
}
```

OUTPUT OF QUES11

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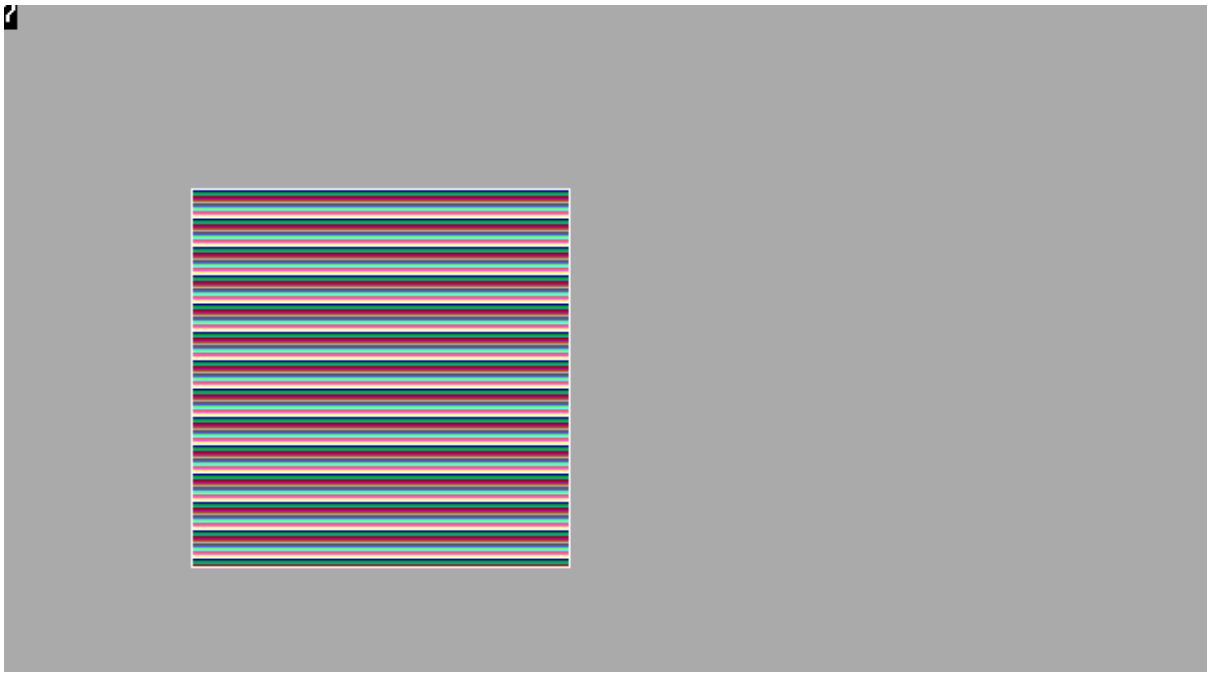

QUES12. Write a C program to fill polygon using flood fill algorithm

```
#include<conio.h>
#include<graphics.h>
#include<stdio.h>
void main()
{
 int gd=DETECT,gm,col,z,x=100,y=300,c=10;
 initgraph(&gd,&gm,"C:\\TurboC3\\BGI");
 clrscr();
 setcolor(5);
 line(x,x,y,x);
 setcolor(3);
 line(x,x,x,y);
 setcolor(1);
 line(x,y,y,y);
 setcolor(14);
 line(y,x,y,y);
 x=x+1;
 z=x;
 y=100;
 y=y+1;
 col=getpixel(x,y);
 printf("%d",col);

  while( getpixel(x,y)==7)
 {
 while( getpixel(x,y)==7)
 { delay(1);
  putpixel(x,y,c);

  x++;

 }
 y++;
 x=z;

 }
 getch();
 }
```

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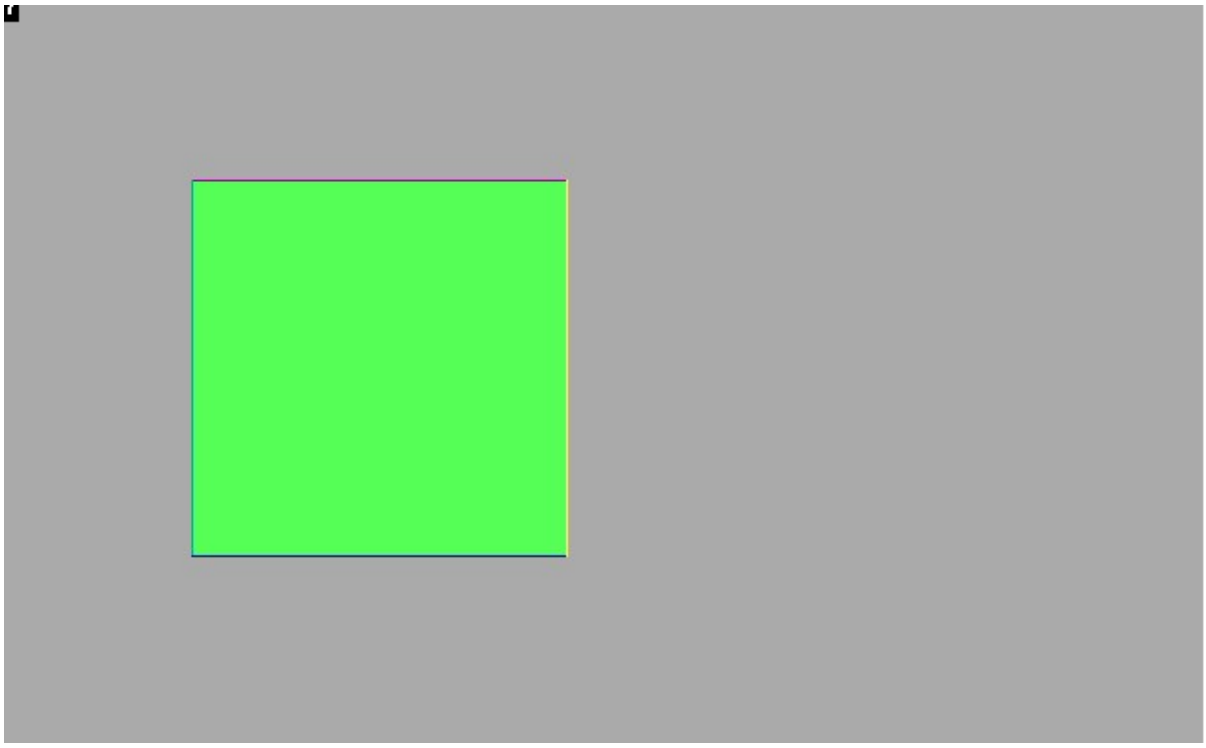
OUTPUT OF QUES12.



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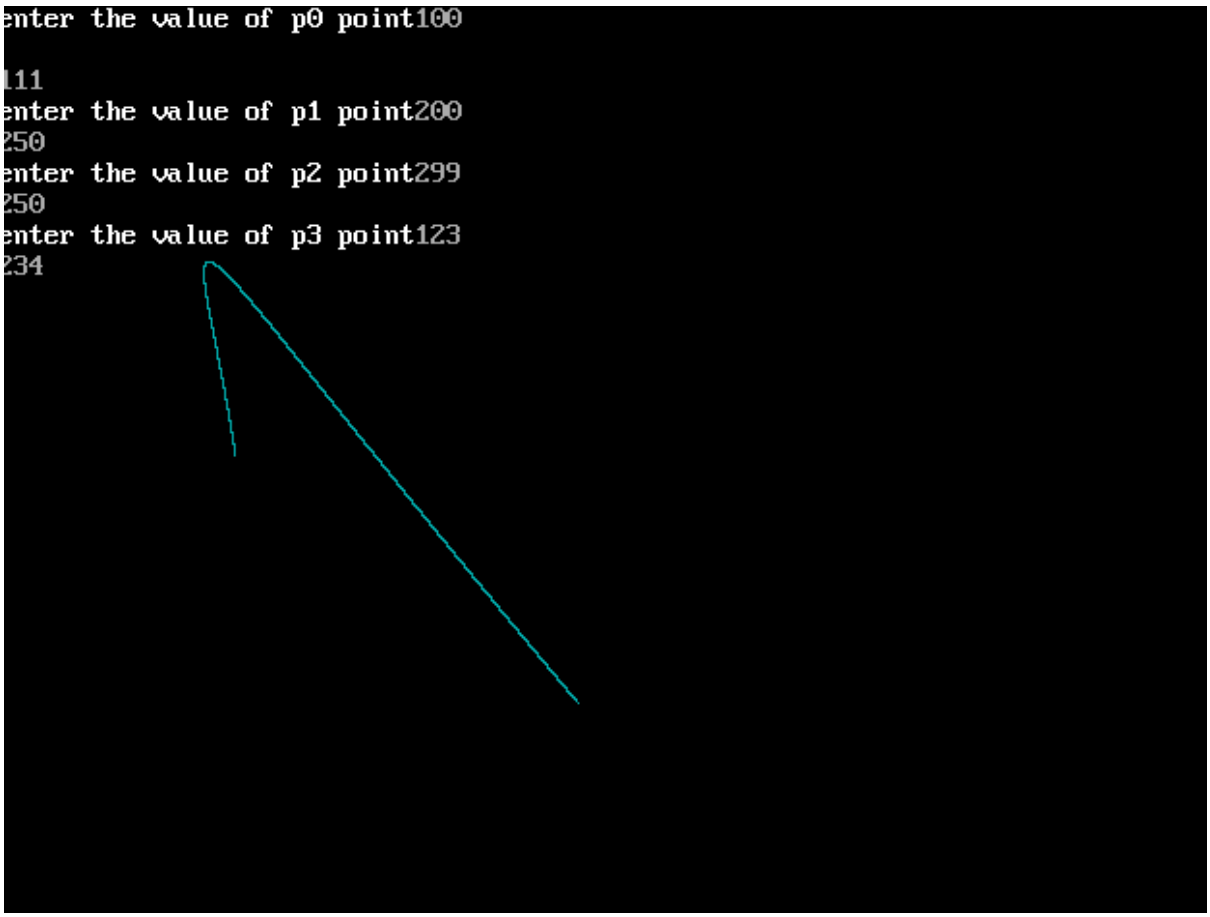
QUES13. Write a C program to draw a 4 point Bezier curve

```
#include<conio.h>
#include<graphics.h>
#include<math.h>

void main()
    {
                        int gd = DETECT,gm,x,x1,x2,x3,y,y1,y2,y3;
                    double u, a,b,b0x,b1x,b2x,b3x,b0y,b1y,b2y,b3y;
                                initgraph(&gd,&gm,"");
                            printf("enter the value of p0 point");
                                scanf("%d%d",&x,&y);
                            printf("enter the value of p1 point");
                                scanf("%d%d",&x1,&y1);
                            printf("enter the value of p2 point");
                                scanf("%d%d",&x2,&y2);
                            printf("enter the value of p3 point");
                                scanf("%d%d",&x3,&y3);
    for(u=0;u<=1;u=u+0.000001)
 {
 b0x=(1-u)*(1-u)*(1-u)*x;
b1x=(1-u)*(1-u)*x1;
                                        b2x=(1-u)*u*u*x2;
                                          b3x=u*u*u*x3;
                                       a=b0x+b1x+b2x+b3x;
                                     b0y=(1-u)*(1-u)*(1-u)*y;
                                       b1y=(1-u)*(1-u)*y1;
                                       b2y=(1-u)*u*u*y2;
                                         b3y=u*u*u*y3;
                                      b=b0y+b1y+b2y+b3y;
                                         putpixel(a,b,3);

                                                }
                                            getch();
                                           closegraph() ;
 }
```

OUTPUT OF QUES13



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QUES14. Write a C program to demonstrate CohenSutherland line clipping algorithm

```
#include<stdio.h>
#include<graphics.h>
void main()
{
 int gd=DETECT,gm,a,b,c,d,x,y,w,z,g[4],h[4],i[4],o,p;
 initgraph(&gd,&gm,"");
 printf("enter the codinate of window");
 scanf("%d%d%d%d",&a,&b,&c,&d);
 rectangle(a,b,c,d);
 printf("enter the coodinate of line");
 scanf("%d%d%d%d",&x,&y,&z,&w);
 line(x,y,z,w);
 if(x<a)
 {
  g[3]=1;
  g[2]=0;
 }
 else
 {
  g[3]=0;
  if(x>c)
    {
                                                g[2]=1;
    }
 }
 if(y<d)
 {
  g[1]=1;
  g[0]=0;
 }
 else
 {
  g[1]=0;
  if(y>b)
  {
    g[0]=1;
  }
```

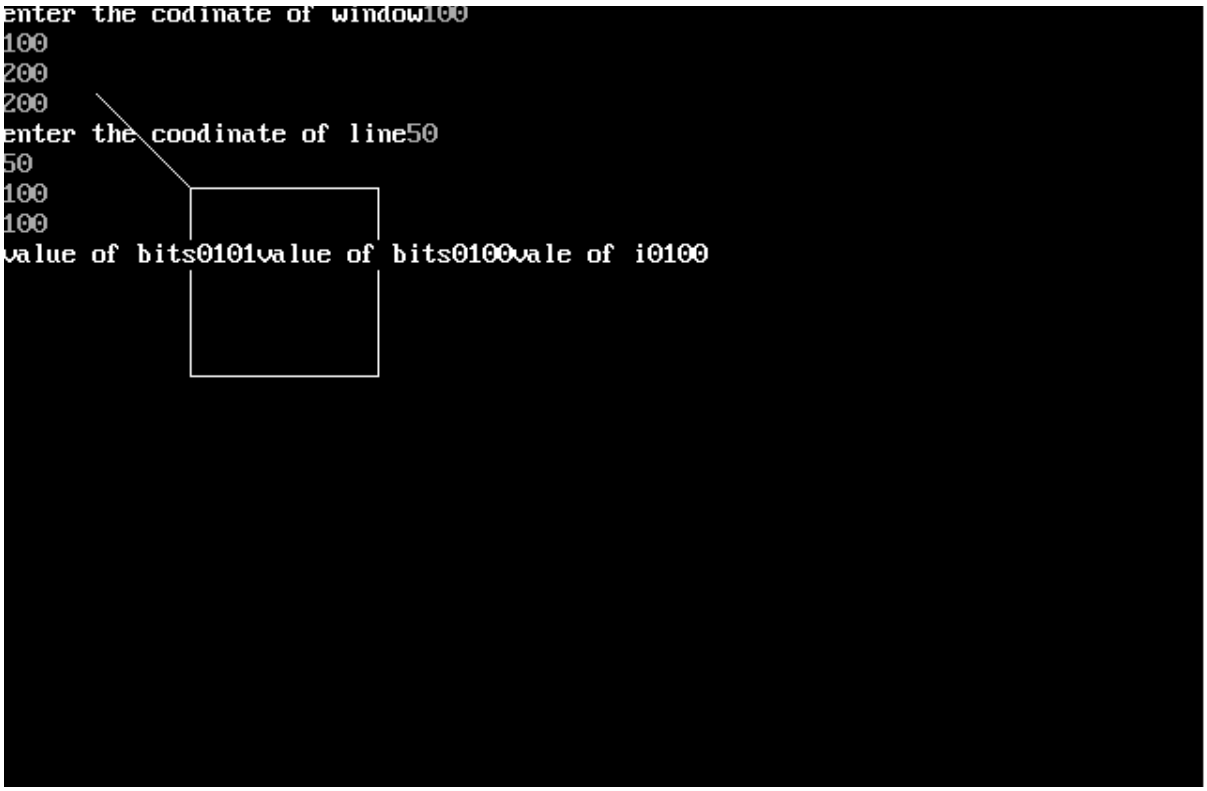
```
 }
 printf("value of bits%d%d%d%d",g[0],g[1],g[2],g[3]);
 h[0]=g[0];
 h[1]=g[1];
 h[2]=g[2];
 h[3]=g[3] ;
 if(z<a)
 {
  g[3]=1;
  g[2]=0;
 }
 else
 {
  g[3]=0;
  if(z>c)
    {
                                                    g[2]=1;
    }
 }
 if(w<d)
 {
  g[1]=1;
  g[0]=0;
 }
 else
 {
  g[1]=0;
  if(w>b)
  {
    g[0]=1;
  }
 }
 printf("value of bits%d%d%d%d",g[0],g[1],g[2],g[3]);
   if(g[0]!=0||g[1]!=0||g[2]!=0||g[3]!=0)
   {
   if(h[0]!=0||h[1]!=0||h[2]!=0||h[3]!=0)
   {

     i[0]=h[0]&g[0];
     i[1]=h[1]&g[1];
     i[2]=h[2]&g[2];
     i[3]=h[3]&g[3];
     printf("vale of i%d%d%d%d",i[0],i[1],i[2],i[3]);
   }
   else
   { i[0]=h[0]&g[0];
     i[1]=h[1]&g[1];
     i[2]=h[2]&g[2];
     i[3]=h[3]&g[3];
     printf("vale of i%d%d%d%d",i[0],i[1],i[2],i[3]);

   }
   }
   else
   {
```

```
                                        printf("line not cliped");
    }
   if(i[0]!=0||i[1]!=0||i[2]!=0||i[3]!=0)
     {
     if(g[0]!=0||g[1]!=0||g[2]!=0||g[3]!=0)
                                              if(g[0]==1||g[1]==1)
                                                    {
                                                    }
     }
     else
     {printf("line rejected")
     }
  getch();
    closegraph() ;}
```

OUTPUT OF QUES14



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QUES15. Write a C program to check among the following lines which line is accepted or rejected of clipped using Cohen-Sutherland method I. G=1001, H=1000 II. I=0001, J=1000 III. A=0000, B=0000 IV. C=0000, B=0010 V. E=0100, F=0100

```
#include<stdio.h>
#include<graphics.h>
void main()
{
 int gd=DETECT,gm,a,b,c,d,x,y,w,z,g[4],h[4],i[4],o,p;
 initgraph(&gd,&gm,"");
 printf("enter the codinate of window");
 scanf("%d%d%d%d",&a,&b,&c,&d);
 rectangle(a,b,c,d);
 printf("enter the coodinate of line");
 scanf("%d%d%d%d",&x,&y,&z,&w);
 line(x,y,z,w);
 if(x<a)
 {
   g[3]=1;
  g[2]=0;
 }
 else
 {
  g[3]=0;
  if(x>c)
    {
g[2]=1;
    }
 }
 if(y<d)
 {
  g[1]=1;
  g[0]=0;
 }
 else
 {
  g[1]=0;
  if(y>b)
```

```
  {
   g[0]=1;
  }
 }
 printf("value of bits%d%d%d%d",g[0],g[1],g[2],g[3]);
 h[0]=g[0];
 h[1]=g[1];
 h[2]=g[2];
 h[3]=g[3] ;
 if(z<a)
 {
  g[3]=1;
  g[2]=0;
 }
 else
 {
  g[3]=0;
  if(z>c)
    {
                                                    g[2]=1;
    }
 }
 if(w<d)
 {
  g[1]=1;
  g[0]=0;
 }
 else
 {
  g[1]=0;
  if(w>b)
  {
   g[0]=1;
  }
 }
 printf("value of bits%d%d%d%d",g[0],g[1],g[2],g[3]);
   if(g[0]!=0||g[1]!=0||g[2]!=0||g[3]!=0)
   {
   if(h[0]!=0||h[1]!=0||h[2]!=0||h[3]!=0)
   {

     i[0]=h[0]&g[0];
     i[1]=h[1]&g[1];
     i[2]=h[2]&g[2];
     i[3]=h[3]&g[3];
     printf("vale of i%d%d%d%d",i[0],i[1],i[2],i[3]);
   }
   else
   { i[0]=h[0]&g[0];
     i[1]=h[1]&g[1];
     i[2]=h[2]&g[2];
     i[3]=h[3]&g[3];
     printf("vale of i%d%d%d%d",i[0],i[1],i[2],i[3]);

   }
```

```
    }
    else
    {
                                        printf("line not cliped");
    }
   if(i[0]!=0||i[1]!=0||i[2]!=0||i[3]!=0)
    {
    if(g[0]!=0||g[1]!=0||g[2]!=0||g[3]!=0)
if(g[0]==1||g[1]==1)
{
}
    }
    else
    {printf("line rejected")
    }
  getch();   closegraph() ;
}
```