**Computer Graphics**

**IS C311**

**Lab 4:** This is to be submitted by Tuesday 9/9/14

**ODD number id numbers (last 3 digits)**

1. Make software using processing which will illustrate the Cohen-Sutherland Algorithm for clipping a line.
2. The software should take input of parameters for the Rectangle of interest
3. It should take the coordinates of the line to be clipped
4. It should show the codes for the two end display calculation for Trivial acceptance and rejection.
5. If clipping is required it should do clipping using the intersecting edges and give the final line segment.

**Even number id numbers (last 3 digits)**

1. Make software using processing which will illustrate the Cyrus-Beck/Liang-Barsky Parametric Line Clipping algorithm.
2. The software should take input of parameters for the Rectangle of interest
3. It should take the coordinates of the line to be clipped
4. It should show the PE and PL calculation and display Trivial acceptance and rejection.
5. If clipping is required it should do clipping using the intersecting edges and give the final line segment.