

6) Write a program to implement the Cohen-Sutherland line clipping algorithm. Make provision to specify the input for multiple lines, window for clipping and viewport for displaying the clipped image

```
#include <stdio.h>
#include <GL/glut.h>
#define outcode int
double xmin=50,ymin=50, xmax=100,ymax=100;
double
xvmin=200,yvmin=200,xvmax=300,yvmax=300;
const int RIGHT = 8;
const int LEFT = 2;
const int TOP = 4;
const int BOTTOM = 1;
outcode ComputeOutCode (double x, double y);
void CohenSutherlandLineClipAndDraw (double
x0, double y0, double x1, double y1)
{
    outcode outcode0, outcode1, outcodeOut;
    bool accept = false, done = false;
    outcode0 = ComputeOutCode (x0, y0);
    outcode1 = ComputeOutCode (x1, y1);
    do{
        if (!(outcode0 | outcode1))
        {
            accept = true;
            done = true;
```

```

}
else if (outcode0 & outcode1)
done = true;
else
{
double x, y;
outcodeOut = outcode0? outcode0: outcode1;
if (outcodeOut & TOP)
{
 $x = x_0 + (x_1 - x_0) * (y_{max} - y_0) / (y_1 - y_0);$ 
y = ymax;
}
else if (outcodeOut & BOTTOM)
{
 $x = x_0 + (x_1 - x_0) * (y_{min} - y_0) / (y_1 - y_0);$ 
y = ymin;
}
else if (outcodeOut & RIGHT)
{
 $y = y_0 + (y_1 - y_0) * (x_{max} - x_0) / (x_1 - x_0);$ 
x = xmax;
}
else
{
 $y = y_0 + (y_1 - y_0) * (x_{min} - x_0) / (x_1 - x_0);$ 
x = xmin;
}
if (outcodeOut == outcode0)

```

```

{
x0 = x;
y0 = y;
outcode0 = ComputeOutCode (x0, y0);
}
else
{
x1 = x;
y1 = y;
outcode1 = ComputeOutCode (x1, y1);
}
}
}while (!done);
if (accept)
{
double sx=(xvmax-xvmin)/(xmax-xmin);
double sy=(yvmax-yvmin)/(ymax-ymin);
double vx0=xvmin+(x0-xmin)*sx;
double vy0=yvmin+(y0-ymin)*sy;
double vx1=xvmin+(x1-xmin)*sx;
double vy1=yvmin+(y1-ymin)*sy;
glColor3f(1.0, 0.0, 0.0);
glBegin(GL_LINE_LOOP);
glVertex2f(xvmin, yvmin);
glVertex2f(xvmax, yvmin);
glVertex2f(xvmax, yvmax);
glVertex2f(xvmin, yvmax);
glEnd();
}
}
}

```

```

glColor3f(0.0,0.0,1.0);
glBegin(GL_LINES);
glVertex2d (vx0, vy0);
glVertex2d (vx1, vy1);
glEnd();
}
}
outcode ComputeOutCode (double x, double y)
{
outcode code = 0;
if (y > ymax)
code |= TOP;
else if (y < ymin)
code |= BOTTOM;
if (x > xmax)
code |= RIGHT;
else if (x < xmin)
code |= LEFT;
return code;
}
void display()
{
double x0=60,y0=20,x1=80,y1=120;
glClear(GL_COLOR_BUFFER_BIT);
glColor3f(1.0,0.0,0.0);
glBegin(GL_LINES);
glVertex2d (x0, y0);
glVertex2d (x1, y1);

```

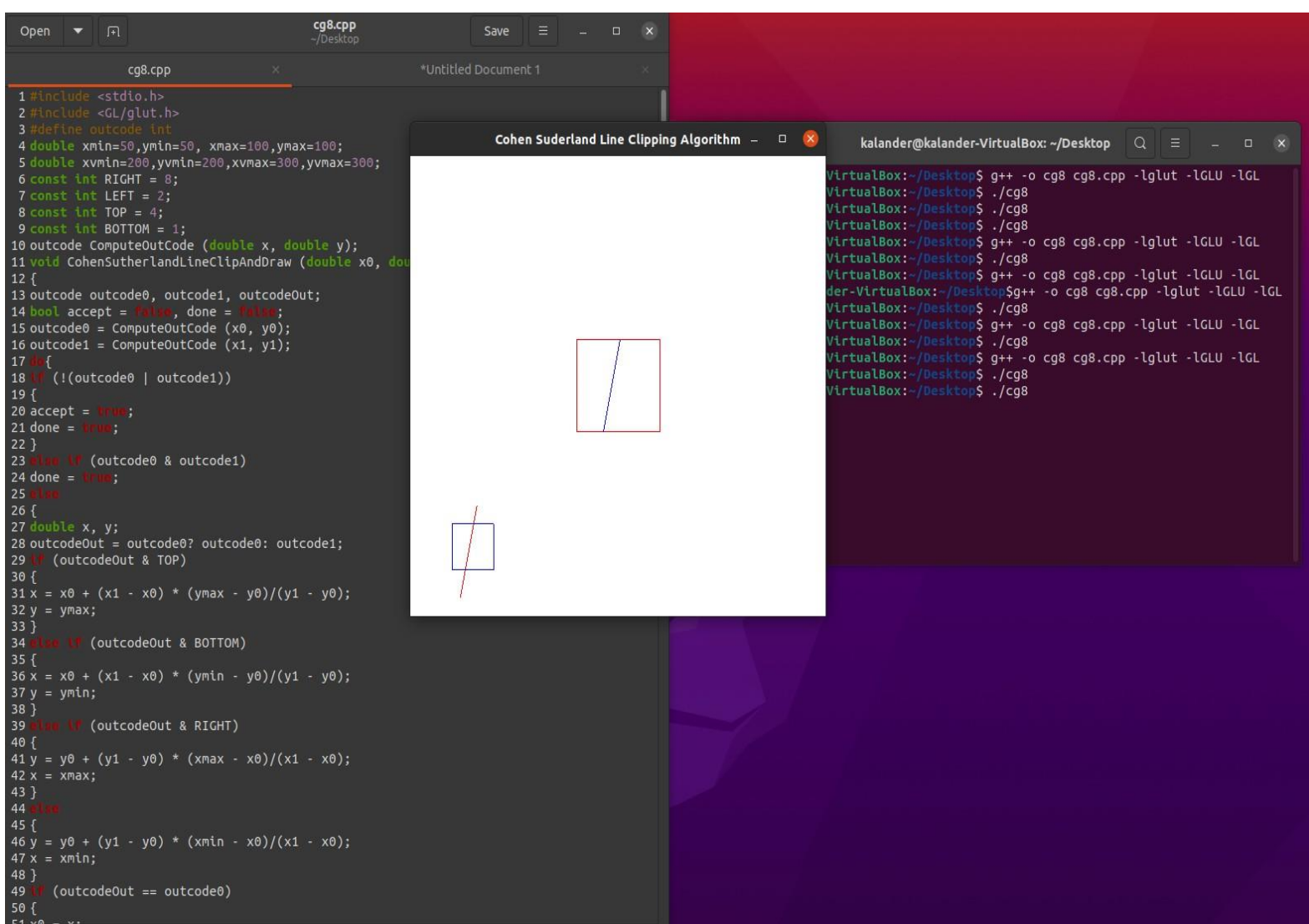
```
glEnd();
glColor3f(0.0, 0.0, 1.0);
glBegin(GL_LINE_LOOP);
glVertex2f(xmin, ymin);
glVertex2f(xmax, ymin);
glVertex2f(xmax, ymax);
glVertex2f(xmin, ymax);
glEnd();
CohenSutherlandLineClipAndDraw(x0,y0,x1,y1);
glFlush();
}
void myinit()
{
glClearColor(1.0,1.0,1.0,1.0);
glColor3f(1.0,0.0,0.0);
glPointSize(1.0);
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
gluOrtho2D(0.0,499.0,0.0,499.0);
}
int main(int argc, char** argv)
{
glutInit(&argc,argv);
glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
glutInitWindowSize(500,500);
glutInitWindowPosition(0,0);
glutCreateWindow("Cohen Suderland Line
Clipping Algorithm");
```

```

glutDisplayFunc(display);
myinit();
glutMainLoop();
}

```

Output:



kalander@kalander-VirtualBox: ~/Desktop

```
kalander@kalander-VirtualBox: $ ./CG82
bash: ./CG82: No such file or directory
kalander@kalander-VirtualBox: $ cd Desktop
kalander@kalander-VirtualBox: ~/Desktop $ ./cg82
```

Tras

3.01

1.4

2.4

6.c

input.png

C++
4.cpp

file1.txt

output.png

cg8.c

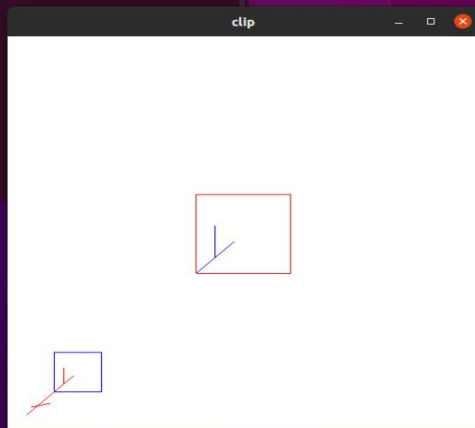
C++
cg92.cpp

cg8.cpp

C++
cg82.cpp

cg8

cg82



7) Write a program to implement the Liang-Barsky line clipping algorithm. Make provision to specify the input for multiple lines, window for clipping and viewport for displaying the clipped image.

```
#include <stdio.h>
#include <GL/glut.h>
double xmin=50,ymin=50, xmax=100,ymax=100;
double
xvmin=200,yvmin=200,xvmax=300,yvmax=300;
int cliptest(double p, double q, double *t1,
double *t2)
{ double t=q/p;
  if(p < 0.0)
  {
    if( t > *t1) *t1=t;
    if( t > *t2) return(false);
  }
  else
  if(p > 0.0)
  {
    if( t < *t2) *t2=t;
    if( t < *t1) return(false);
  }
  else
  if(p == 0.0)
```



```

{
    if( q < 0.0) return(false);
}
return(true);
}
void LiangBarskyLineClipAndDraw (double x0,
double y0,double x1, double y1)
{
    double dx=x1-x0, dy=y1-y0, te=0.0, tl=1.0;
    if(cliptest(-dx,x0-xmin,&te,&tl))
    if(cliptest(dx,xmax-x0,&te,&tl))
    if(cliptest(-dy,y0-ymin,&te,&tl))
    if(cliptest(dy,ymax-y0,&te,&tl))
    {
        if( tl < 1.0 )
        {
            x1 = x0 + tl*dx;
            y1 = y0 + tl*dy;
        }
        if( te > 0.0 )
        { x0 = x0 + te*dx;
          y0 = y0 + te*dy;
        }
        double sx=(xvmax-xvmin)/(xmax-xmin);
        double sy=(yvmax-yvmin)/(ymax-ymin);
        double vx0=xvmin+(x0-xmin)*sx;
        double vy0=yvmin+(y0-ymin)*sy;
        double vx1=xvmin+(x1-xmin)*sx;

```

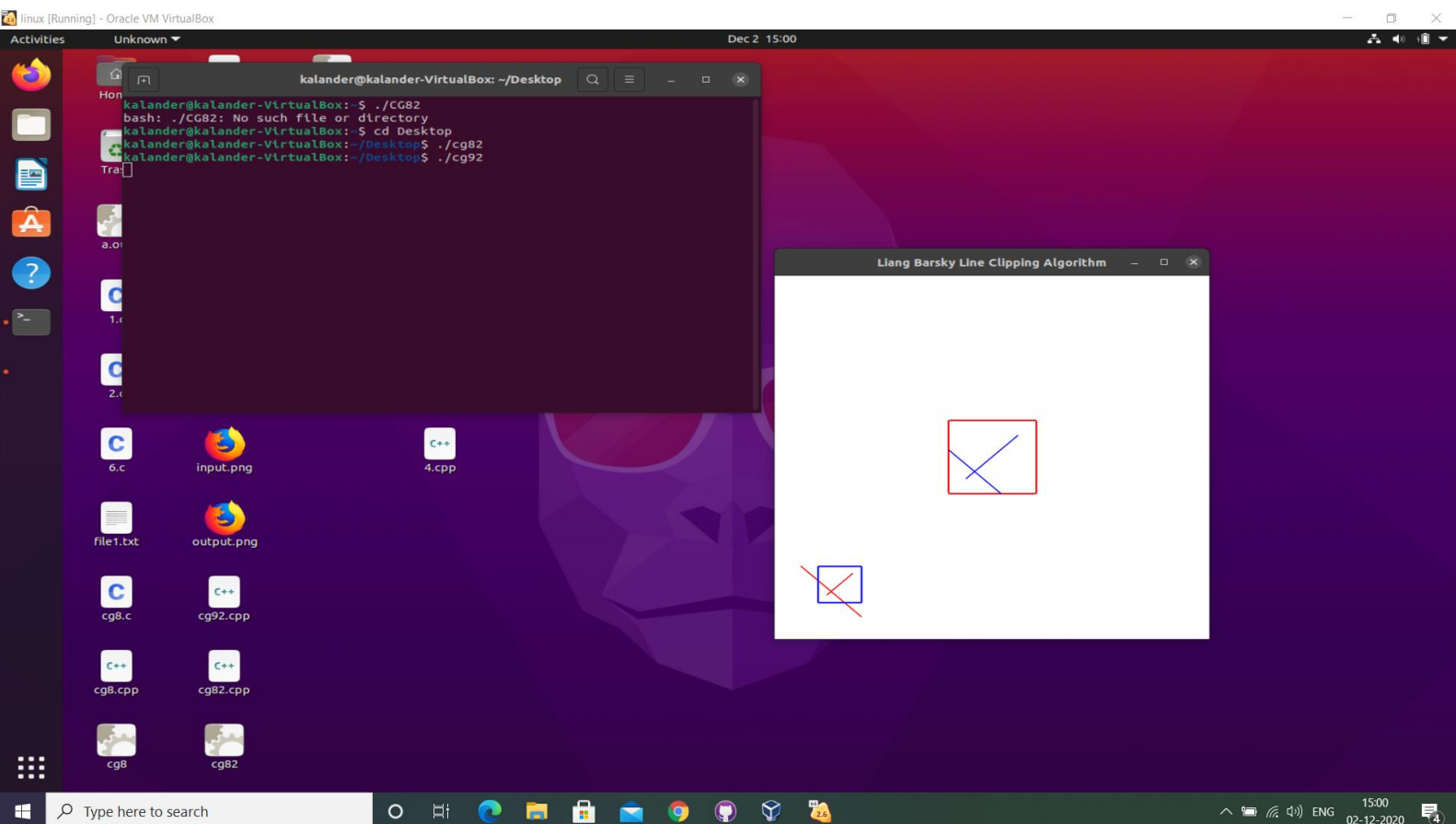
```

double vy1=yvmin+(y1-ymin)*sy;
glColor3f(1.0, 0.0, 0.0);
glBegin(GL_LINE_LOOP);
glVertex2f(xvmin, yvmin);
glVertex2f(xvmax, yvmin);
glVertex2f(xvmax, yvmax);
glVertex2f(xvmin, yvmax);
glEnd();
glColor3f(0.0,0.0,1.0);
glBegin(GL_LINES);
glVertex2d (vx0, vy0);
glVertex2d (vx1, vy1);
glEnd();
}
}
void display()
{
double x0=60,y0=20,x1=80,y1=120;
glClear(GL_COLOR_BUFFER_BIT);
glColor3f(1.0,0.0,0.0);
glBegin(GL_LINES);
glVertex2d (x0, y0);
glVertex2d (x1, y1);
glEnd();
glColor3f(0.0, 0.0, 1.0);
glBegin(GL_LINE_LOOP);
glVertex2f(xmin, ymin);
glVertex2f(xmax, ymin);

```

```
    glVertex2f(xmax, ymax);
    glVertex2f(xmin, ymax);
    glEnd();
    LiangBarskyLineClipAndDraw(x0,y0,x1,y1);
    glFlush();
}
void myinit()
{
    glClearColor(1.0,1.0,1.0,1.0);
    glColor3f(1.0,0.0,0.0);
    glPointSize(1.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluOrtho2D(0.0,499.0,0.0,499.0);
}
int main(int argc, char** argv)
{
    glutInit(&argc,argv);
    glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
    glutInitWindowSize(500,500);
    glutInitWindowPosition(0,0);
    glutCreateWindow("Liang Barsky Line Clipping
Algorithm");
    glutDisplayFunc(display);
    myinit();
    glutMainLoop();
}
```

Output:



```
Open cg9.cpp ~/Desktop Save
1 #include <stdio.h>
2 #include <GL/glut.h>
3 double xmin=50,ymin=50, xmax=100,ymax=100;
4 double xvmin=200,yvmin=200,xvmax=300,yvmax=300;
5 int clipTest(double p, double q, double *t1, double *t2)
6 { double t=q/p;
7   if(p < 0.0)
8   {
9     if( t > *t1) *t1=t;
10    if( t > *t2) return(false);
11  }
12  else
13  if(p > 0.0)
14  {
15    if( t < *t2) *t2=t;
16    if( t < *t1) return(false);
17  }
18  else
19  if(p == 0.0)
20  {
21    if( q < 0.0) return(false);
22  }
23  return(true);
24 }
25 void LiangBarskyLineClipAndDraw (double x0, double y0,double x1, double y1)
26 {
27 double dx=x1-x0, dy=y1-y0, te=0.0, tl=1.0;
28 if(clipTest(-dx,x0-xmin,&te,&tl))
29 if(clipTest(dx,xmax-x0,&te,&tl))
30 if(clipTest(-dy,y0-ymin,&te,&tl))
31 if(clipTest(dy,ymax-y0,&te,&tl))
32 {
33 if( tl < 1.0 )
34 {
35 x1 = x0 + tl*dx;
36 y1 = y0 + tl*dy;
37 }
38 if( te > 0.0 )
39 { x0 = x0 + te*dx;
40 y0 = y0 + te*dy;
41 }
42 double sx=(xvmax-xvmin)/(xmax-xmin);
43 double sy=(yvmax-yvmin)/(ymax-ymin);
44 double vx0=xvmin+(x0-xmin)*sx;
45 double vy0=yvmin+(y0-ymin)*sy;
46 double vx1=xvmin+(x1-xmin)*sx;
47 double vy1=yvmin+(y1-ymin)*sy;
48 glColor3f(1.0, 0.0, 0.0);
49 glBegin(GL_LINE_LOOP);
50 glVertex2f(xvmin, yvmin);
51 glVertex2f(xvmax, yvmax);
52 glVertex2f(xvmax, yvmin);
53 glVertex2f(xvmin, yvmax);
```

