(RCA-551) Computer Graphics & Animation
ASSIGNMENT

Write a program to implement Point Clipping

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

 void main()
  {
   int gm,gr,xcmin,ycmin,xcmax,ycmax,x,y,c;
   clrscr();
   detectgraph(&gm,&gr);
   initgraph(&gm,&gr,"C:\\TURBOC3\\BGI");
   printf("Enter the clipmin coordinate :\n");
   scanf("%d%d",&xcmin,&ycmin);
   printf("Enter the clipmax coordinate :\n");
   scanf("%d%d",&xcmax,&ycmax);
   rectangle(xcmin,ycmax,xcmax,ycmin);
   printf("Enter the coordinate of the point:\n");
   scanf("%d%d",&x,&y);
   detectgraph(&gm,&gr);
   initgraph(&gm,&gr,"C:\\TURBOC3\\BGI");
   putpixel(x,y,15);
   printf("\n1.Point clipping\n2.Exit\nEnter your choice:\n");
   scanf("%d",&c);
   switch(c)
   {
   case 1:
    detectgraph(&gm,&gr);
    initgraph(&gm,&gr,"C:\\TURBOC3\\BGI");
    rectangle(xcmin,ycmax,xcmax,ycmin);
    printf("*******POINT CLIPPING******\n");
    if((xcmin<x) && (x<xcmax))
   {
   if((ycmin<y) && (y<ycmax))
 {
   printf("The point is inside the clip window\n");
  putpixel(x,y,15);
   }
 }
   else
   printf("The point is outside the clipwindow \nThe point is
clipped\n");
   break;
  case 2:
  exit(0);
 }
getch();
}
```