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ant No.	0
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Program - 1	
while a marrow to ainisate a line u	sing Breinham's line
drawing techniques, consider slopes gre	ater than one and slop
les than one. cues must be able to	draw as many true and
specify inputs through lay board (nouse	
specify mpais more	THE STREET
	1 - 1/201
# include < tostream?	7
# Include <gl glut-h=""></gl>	(11/2 × 2)
#include (time.h)	i s hrat
# incular Clink	
using namupace stdi	
10t ×1, ×2, YU, ×2)	. 1 g 42 ~ §
int flag = 0;	PAR SON Y
void draw-piscel (Int x, ent y)	in the objection
g(color3; (1,0,0);	
glacin (GL-popuis);	1 1 1
givalixai(x,y);	
glend ();	1999
glFlWh();	h
<i>y</i> (, (3)	
y	
void draw-line1)	
int dx, dy, i, e;	
int incx, incy, inclif, incl.)	
int x, y;	A STATE OF THE STA

```
dx = x2-x1;
dy = 42 -401;
if (axco)doc=-dx;
if (dy < 0) dy =-dy;
  IU(x=1)
  if (x2< x1)
          in(x = -1)
 if (42 < 41)
         1014 = -13
   Y=XI;
   4=461;
   if (dx >dy)
          draw-procel(X, y);
           c= 2*dy-dx)
          incl = 2 * (dy-dx);
          in(1 = 2 *dy)
          for (1=0; 1 < dx) 1++)
                 f(c>0)
                       y + = tocy;
                       C+ = 19(1)
                    CLSC
                      · e+= 199(2;
                      x + = in(x)
                    draw-pixel ( x, y);
```

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Class		
	Ł.	8 N - 3 1 po - 30
	draw_pix	el (x, y);
	c=2*d	K-dy)
	1n(1 = 2	* (dx-dy);
	1012 = d	*dx;
	for (1=1	0; i < dy 51++)
	{	*
	G-	if (e70)
-		• •
	F1 &1	X+=9n(k)
	3 2 7	Pt= incl;
		<u> </u>
	- / " *	CLSC
	· · · · ·	· ·
	18 -	e+=17(2)
,		y += 1047)
		draw_pixel(x,y);
		<i>}</i>
	5	
	gl Flush ();	
3		
14	oid myinit()	
- G	1	
	0100.	as (GL_COLOR_BUFFER_BIT);
1, 1		ascolor(1,1,1,1);
		tho2D(-250, 250, -250, 250);
	j (up)	
		Teacher's Signature

```
void mymouse (Int button, int state, int x, int y)
 ٤
        Switch (button)
            Ą
                case GLUT-LEFT_BUTTON:
                        if (State == GLUT_DOWN)
                            4
                               if (flag ==0)
                                      brink ( Dainia x1'A)?
                                      x1=x-250;
                                     Yc1 = 250 - Y;
                                      flag ++;
                                     (out << x 1 << " << >(1<< " );
                                che
                                    pring ("Dyining x2, 42");
                                     x2 = x-250;
                                     42 = 250 - 4;
                                     Hag = 0;
                                     count << ×2 << " >< (10";
                                    draw_line ();
                        break;
```

	Date
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void display () {}	
1nt main (1nt ac, chax*	ω(1)
5	
glut Init (4ac, a	(v);
	xcle (GLUT_STNGLE GLUT_ PGB);
glut windowsize (
glutundowpositi	ω (100 ¹ 5 ₀₀₎ ;
glut arate/windou	o («LIME,))
my Init(1)	
glut Mouse Fune (M)	gonowi);
glut Dupl	ayfun((display);
glut Mainloop ();	
j	
ing x1,y1-174 53 ing x1,y2-166 146 ing x1,y1-88 149 LINE X	Defining x1,y1-181 41 Defining x2,y2-14 185 Defining x1,y1-183-17
ing xx,y314 143 ing xx,y134 143 ing xx,y137 144	<pre>befining x2,y263 156 pefining x2,y14 187 pefining x2,y265 157</pre>
(ng x1,y156 51 ng x2,y2 36 - 42 (ng x1,y1 173 52 (ng x2,y2 46 - 47)	Defining x1,y1-182 43 Defining x2,y2-102 -14
Defining SLy1-171 149	D X
Defining Kl.yl-171 188 Usefining Kl.yl-171 188 Usefining Kl.yl-181 148 Defining Kl.yl-18 73 Defining Kl.yl-18 73 Defining Kl.yl-18 74	- 0 X
weining %2, y247 6 Owelining %1, y162 89 Owelining %2, y261 68 Owelining %1, y1142 - 124	
refining x2, y221 - 148	