



GOOD BOY
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A. WAP in C language to

1. implement DDA line drawing algo. Test your prog with end points  $(100, 100)$  to  $(250, 280)$
2. implement Bresenham line drawing.
3. implement Bresenham's circle drawing. ~~with~~  
Test your code to circles -
  - a) centre  $(300, 300)$ , radius = 75
  - b) centre  $(300, 300)$ , radius = 100
4. implement Midpoint circle drawing. Test your code - do -

5.

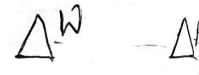
B. WAP in C language that will

1. Translate a triangle with coordinates  $(200, 200)$ ,  $(100, 300)$  and  $(300, 300)$  with translation parameters -

✓ a)  $tx = 50$   $ty = 0$  B

b)  $tx = 0$   $ty = 50$  G

c)  $tx = 50$   $ty = 50$  R



Show translated triangles in each case

2. ~~Translate~~ <sup>Scale</sup> a triangle with coordinates  $(200, 200)$ ,  $(100, 300)$ ,  $(300, 300)$  by taking  $Sx = Sy = 2$  and  $Sx = Sy = \frac{1}{2}$  with respect to

a) origin b) centroid

3. Rotate a triangle ... by  $30^\circ$  with respect to a) origin b) centroid

C. ~~WAP~~ Consider that clipping window defined by coordinate  $(100, 300)$  and  $(400, 100)$  and the lines with following endpoint coordinates