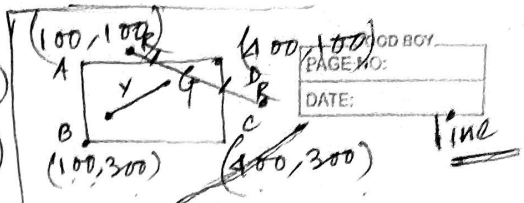
1. (150, 275) and (300, 150)
2. (300, 350) and (450, 350)
3. (200, 50) and (500, 250)

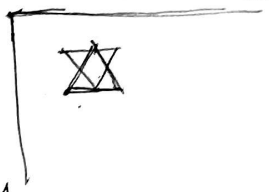



Use Cohen-Sutherland clipping algorithm to decide the visibility the lines (Show the lines in different color) and clip the line that is candidate for clipping

D. Write a program to draw Hermite curve

E. Write a program to draw Beizer curve.

```
void triangle (int x1, int y1, int x2, int y2, color
                                  int x3, int y3)
{
    line (x1, y1, x2, y2);
    line (x2, y2, x3, y3);
    line (x1, y1, x3, y3);
}
```




Translation

$$T = \begin{pmatrix} 0 & 0 & tx \\ 0 & 0 & ty \\ 0 & 0 & 1 \end{pmatrix} \qquad \Delta = \begin{pmatrix} x_1 & x_2 & x_3 \\ y_1 & y_2 & y_3 \\ 1 & 1 & 1 \end{pmatrix}$$

$$= \begin{pmatrix} x_1' & x_2' & x_3' \\ y_1' & y_2' & y_3' \\ 1 & 1 & 1 \end{pmatrix}$$

$\frac{1}{\sqrt{2}}$

triangle (

$$\begin{pmatrix} \cos\theta & -\sin\theta & 0 \\ \sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{pmatrix}$$