

1. WAP to draw different shapes like: line, circle, ellipse etc. using graphics function.
2. WAP to implement DDA line drawing algorithm.
3. WAP to implement Bresenham's line drawing algorithm.
4. WAP to implement mid-point circle drawing algorithm.
5. WAP to implement mid-point ellipse drawing algorithm.
6. WAP to perform 2D translation.
7. WAP perform 2D rotation.
8. WAP to perform 2D scaling.
9. WAP to perform 3D translation.
10. WAP to perform 3D rotation.
11. WAP to perform 3D scaling.
12. Given a window lower left hand corner, upper right hand corner and viewport having lower left hand corner and upper right hand corner. WAP to find the point in viewport when window point is given using windows to viewport transformation.
13. WAP to implement Cohen Sutherland algorithm for line clipping.
14. Write the step by step procedure with snapshot to set stage dimension in flash interface.
15. Write the step by step procedure with snapshot to modify different shapes in flash interface.
16. Write the step by step procedure with snapshot to work with bitmap images and sounds on background.
17. Write the step by step procedure with snapshot to perform frame by frame animation in flash interface.
18. Write the step by step procedure with snapshot to perform shape tween in flash interface.
19. Write the step by step procedure with snapshot to perform motion tween in flash interface.

**(Instructions: you must have to submit handwritten documents in A4 size paper written in only one side)**