Department of Information Technology
IIEST, Shibpur Howrah-3

Computer Graphics Lab

Assignment 4: Line Drawing

1. Write a program in C to implement DDA (Digital Differential Analyser) algorithm. Your program should be able to take any end points as input.

2. Write a program in C to implement Bresenham's line drawing algorithm. As input, program should take any end points of a line segment.

3. Re-write the above programs considering the window, you have created, as a square grid of cells. Consider that each cell is a box of pixels (for example, 6×6 box), and it is a single point in your program.