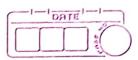


i .s	Assignment -8 (B3)
	J. J
	Problem definition:
	Sutherland clipping algorithm for a given window. Draw lines using Mouse interface.
	sutherland dipping algorithm for a given window.
	Draw lines using Mouse interface.
	·
	Objective:
	to implement clipping algorithm too a
	Polygon using any given window.
	Outcome:
	To understand the color-sotherland clipping Method.
	METAINO.
	H/w & S/w requirements:
	H/w & s/w requirements: -84 bit 0s
	- Ot creator
	the state of the s
	Theory:
	Theory: - (ohen-Sotherland is clipping algorithm which clips a Polygon with reference
	to the boondaries of the -clipping window
	to the boondaries of the-clipping window
	- Considering a rectangular window, we
	- (onsidering a sectangulax windows, we clip the Polygon wist 4 edges of the sectangle - This algorithm can be existended for clipping wist any polygon, by applying the same principles each boundary.
	the sectangle
	climina and the exertended for
· · · · · · · · · · · · · · · · · · ·	thing wish any jugger, by applying
	The south pointifies each boundary.
1020	



	-> tach edge of the shape is chacked w.x.t the dipping edge as follows.
	_ >
	O P2
	P ₁
	Clipping edge
	let 2 be the starting vortex of the
	let P, be the Starting verlex of the edge & Pa be the next vertex of the
	Oplication and the second of t
	i) IPU P, & P2 lie outside the line-discard li
	is If P, & P2 lie Outside the line-discard li list P, = outside, P2 = inside, take intersection of P, with boundary - is inside, consider P,
	ot 1, with boundary
	Tily It Y, is inside, consider Y,
	Test Case:
	LEDI CUSE:
	Input expected of P Actual of Sesult
-	7
	interpretation pass
	1-6-1
a town	
	Dass
-	
** *** ***	Conclusion: Thus, using Cohen-sutherland dipping,
7 .	Thus, using cohen-sutherland clipping, were able to clip our polygon with any rectangular window
	any rectangular window
	July July 1