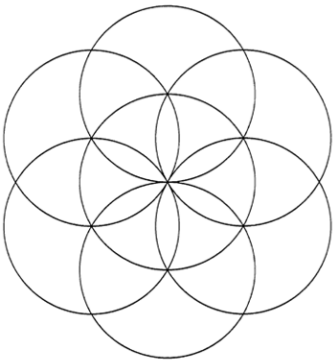
Prof. Vijay M Shekhat

Sr.	Practical
Lab-01	**Introduction to C graphics.** 1. To study about C graphics including header files and functions. [A]
Lab-02	**Use Inbuilt Functions.** 1. Write a C program to draw house shape using inbuilt function. [A] 2. Write a C program to draw some beautiful shape (By yourself) using inbuilt function. [B] 3. Write a C program to draw smiley face. [C]
Lab-03	**Implement DDA Algorithm.** 1. Write a C program to implement DDA line drawing algorithm. [A] 2. Write a C program to draw triangle using DDA line drawing algorithm. [B] 3. Write a C program to draw star using DDA line drawing algorithm. [C]
Lab-04	**Implement Bresenham's Algorithm.** 1. Write a C program to implement Bresenham's line drawing algorithm. [A] 2. Write a C program to draw parallelogram using Bresenham's line drawing algorithm. [B] 3. Write a C program to draw dimond using Bresenham's line drawing algorithm. [C]
Lab-05	**Implement Midpoint Circle Algorithm.** 1. Write a C program to implement Midpoint circle drawing algorithm. [A] 2. Write a C program to draw 5 concentric circle using Midpoint circle drawing algorithm. [B] 3. Write a C program to draw given shape using Midpoint circle drawing algorithm. [C] 
Lab-06	**Implement Midpoint Ellipse Algorithm.** 1. Write a C program to implement Midpoint ellipse drawing algorithm. [A]
Lab-07	**Implement Character Generation.** 1. Write a C program to implement Character Generation algorithm for letter 'X'. [A] 2. Write a C program to implement Character Generation algorithm for first letter of your name. [B] 3. Write a C program to implement Character Generation algorithm for writing DARSHAN UNIVERSITY. [C]
Lab-08	**Implement Boundary and Flood Fill Algorithm.** 1. Write a C program to implement Boundary fill algorithm. [A] 2. Write a C program to implement Flood fill algorithm. [A] 3. Fill different-different color in shape drown in Lab 5 program 3. [C]
Lab-09	**Use Attributes of Primitives.** 1. Draw parallelogram with all four side have different colors. [A]

	2. Draw 4 lines with different type (solid, dotted, dashed, etc.). [A] 3. Draw rainbow using arc of different colors. [C]
Lab-10	**Implement 2D Transformation.** 1. Write a C program to implement basic 2D translation. [A] 2. Write a C program to implement basic 2D rotation. [A] 3. Write a C program to implement basic 2D scaling. [A] 4. Write a C program to generate animation effect using basic 2D transformations. [C]
Lab-11	**Implement 2D Reflection and Shearing.** 1. Write a C program to implement 2D reflection. [A] 2. Write a C program to implement 2D shearing. [A]
Lab-12	**Implement Cohen Sutherland Algorithm.** 1. Write a C program to implement Cohen Sutherland line clipping algorithm. [A]
Lab-13	**Implement Liang-Barsky Algorithm.** 1. Write a C program to implement Liang-Barsky line clipping algorithm. [A]