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## Nirbhay Sharma (B19CSE114)

## Mayank Raj (B19CSE053)

## Assignment-1

## How to run

Linux is preferred

To run the files the run.sh script is provided

To run que1.cpp (mid point line drawing algorithm)

bash run.sh que1.cpp

Then enter input in the form of x1 y1 x2 y2 which implies line from (x1, y1)  $\rightarrow$  (x2, y2)

To run que2.cpp (triangle using bounding box algorithm)

bash run.sh que2.cpp

To run que2\_triangle\_midpt.cpp (triangle using mid point line algorithm)

bash run.sh que2\_triangle\_midpt.cpp

To run que2\_supersampling.cpp (triangle using super sampling)

bash run.sh que2\_supersampling.cpp

To run que3.cpp (circle)

bash run.sh que3.cpp

The lines are provided just to visualize the angles of 45 and 35 degrees

Contribution

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- Equal contribution
- ullet Que1 ightarrow Nirbhay Sharma
- ullet Que2 bbox ightarrow Nirbhay sharma
- ullet Que2 triangle using midpoint line algo o Mayank Raj
- ullet Que2 supersampling o Nirbhay sharma, Mayank Raj
- ullet Que3 ightarrow Mayank Raj