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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) → (x2, y2)

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

```
bash run.sh que2.cpp
```

Then enter input in the form of x1 y1 x2 y2 x3 y3 which implies triangle with 3 points as (x1, y1), (x2, y2) & (x3,y3)

To run que2_triangle_midpt.cpp (triangle using mid point line algorithm)

```
bash run.sh que2_triangle_midpt.cpp
```

Then enter input in the form of x1 y1 x2 y2 x3 y3 which implies triangle with 3 points as (x1, y1), (x2, y2) & (x3,y3)

To run que2_supersampling.cpp (triangle using super sampling)

```
bash run.sh que2_supersampling.cpp
```

Then enter input in the form of x1 y1 x2 y2 x3 y3 which implies triangle with 3 points as (x1, y1), (x2, y2) & (x3,y3)

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

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