# SUBMITTED TO: Mr. DEEPAK SHARMA

# NAME: SANJHI JAIN

**Course: B. Sc. (H) Computer Science, III Year, VI Semester**

**COLLEGE ROLL NO: CSC/21/19**

**UNIV ROLL NO: 21059570046**

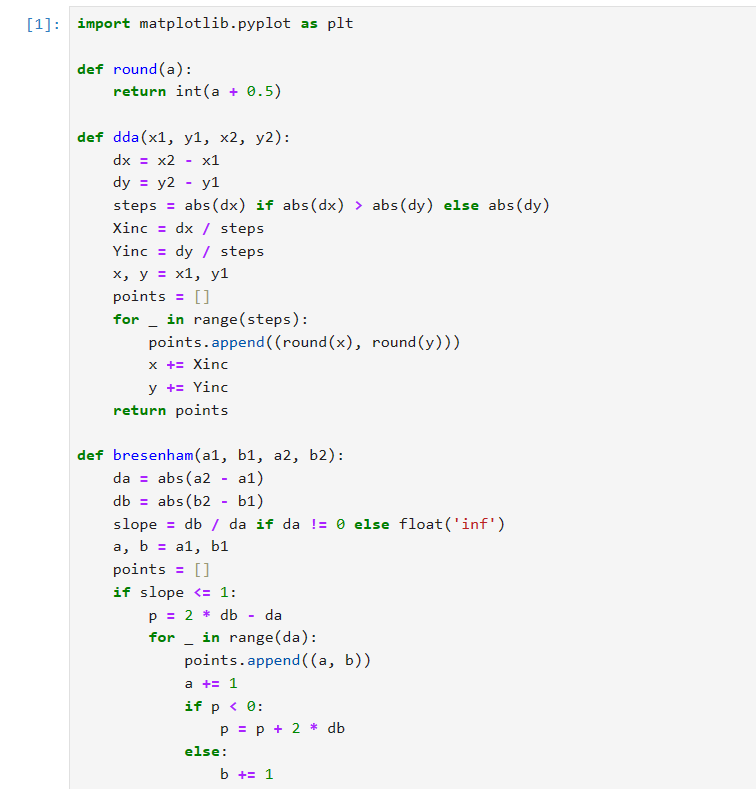
**PRACTICAL FILE FOR COMPUTER GRAPHICS**

**PRACTICAL 01**

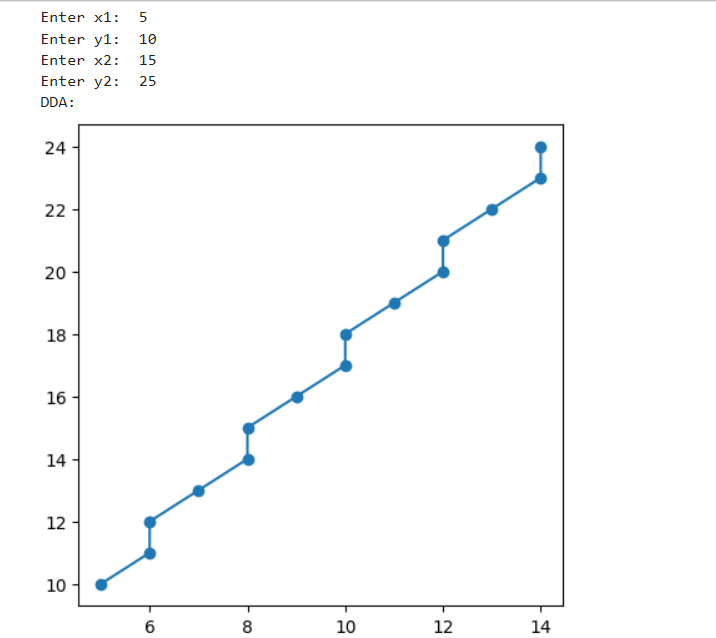
**1. Write a program to implement DDA and Bresenham’s line drawing algorithm.**

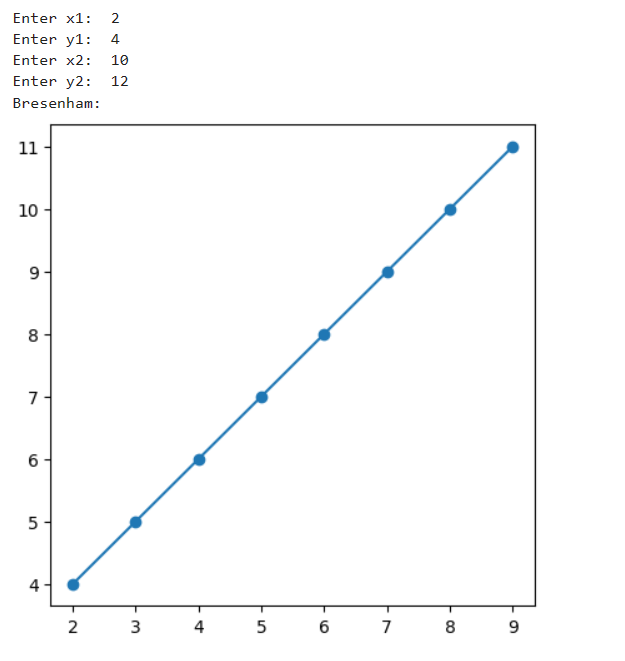
**CODE**

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**OUTPUT**

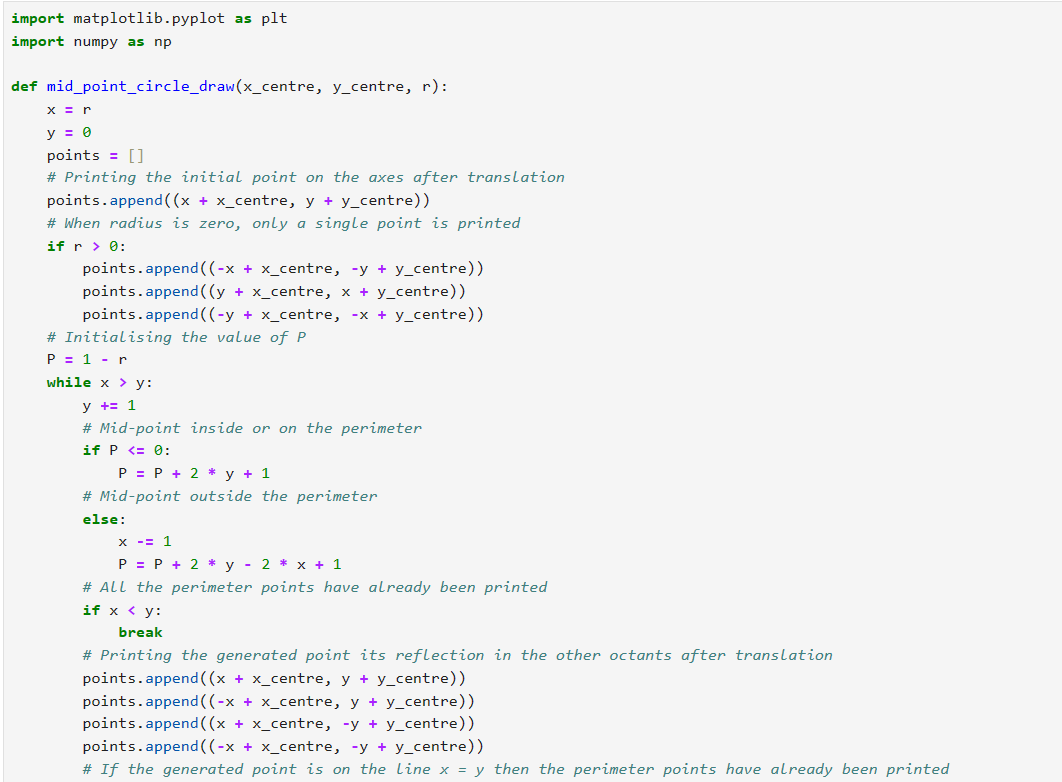
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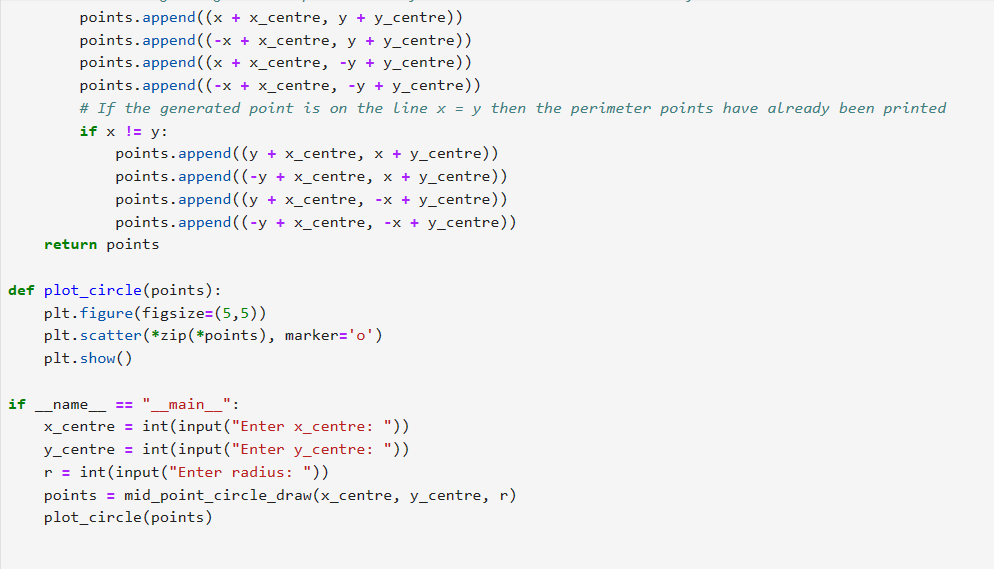
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**PRACTICAL 02**

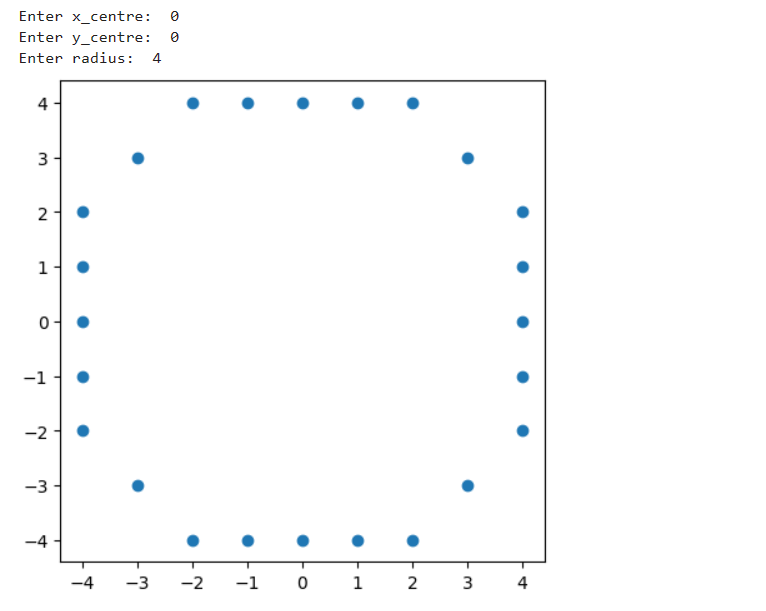
**2. Write a program to implement mid-point circle drawing algorithm.**

**CODE**

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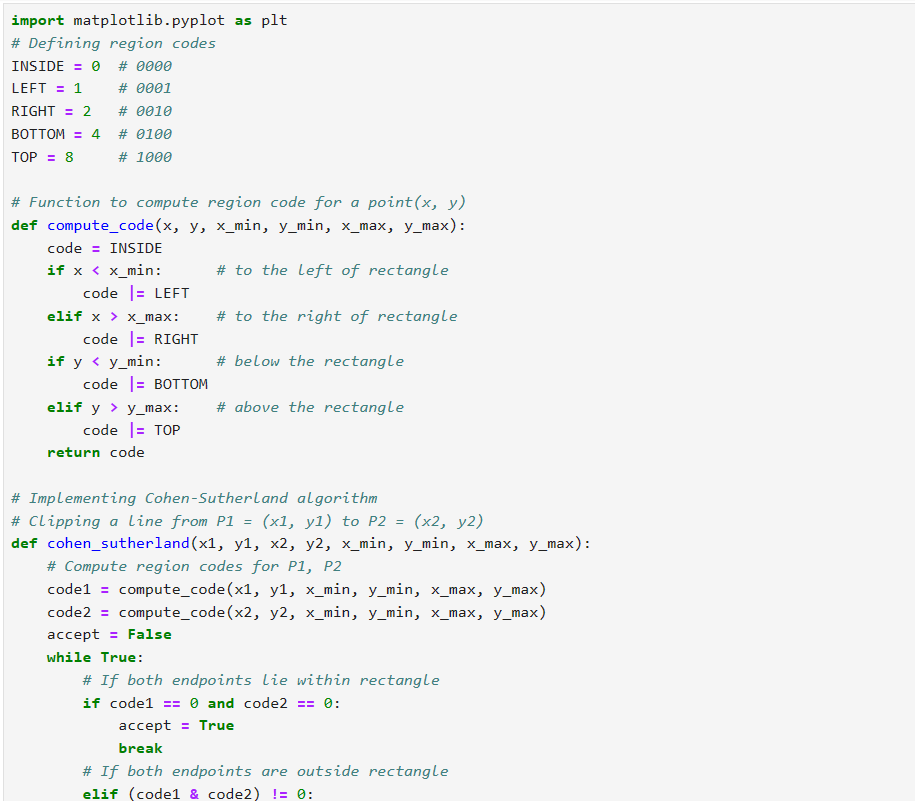
**OUTPUT**

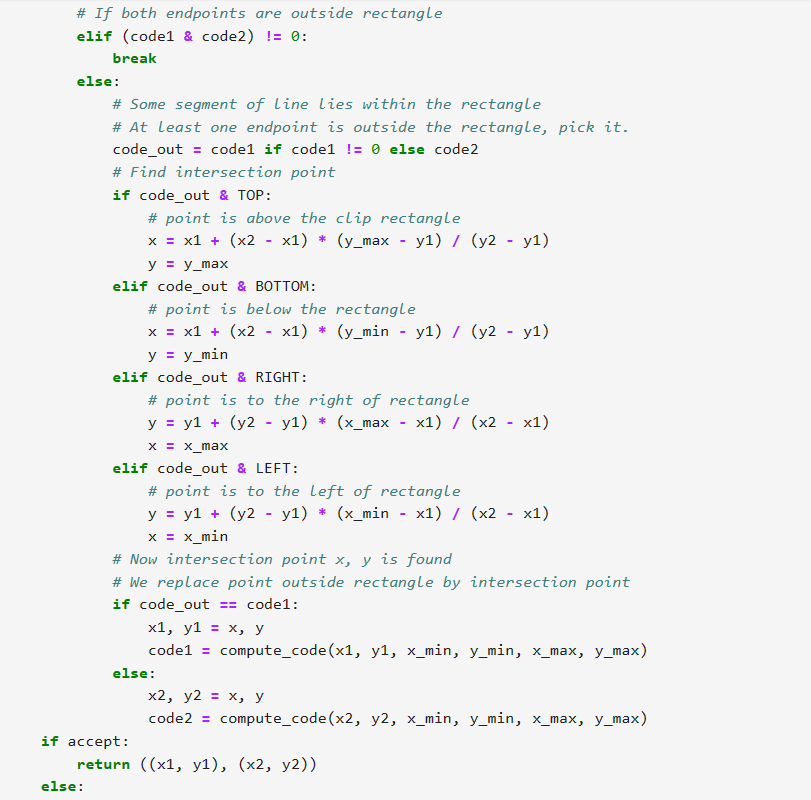
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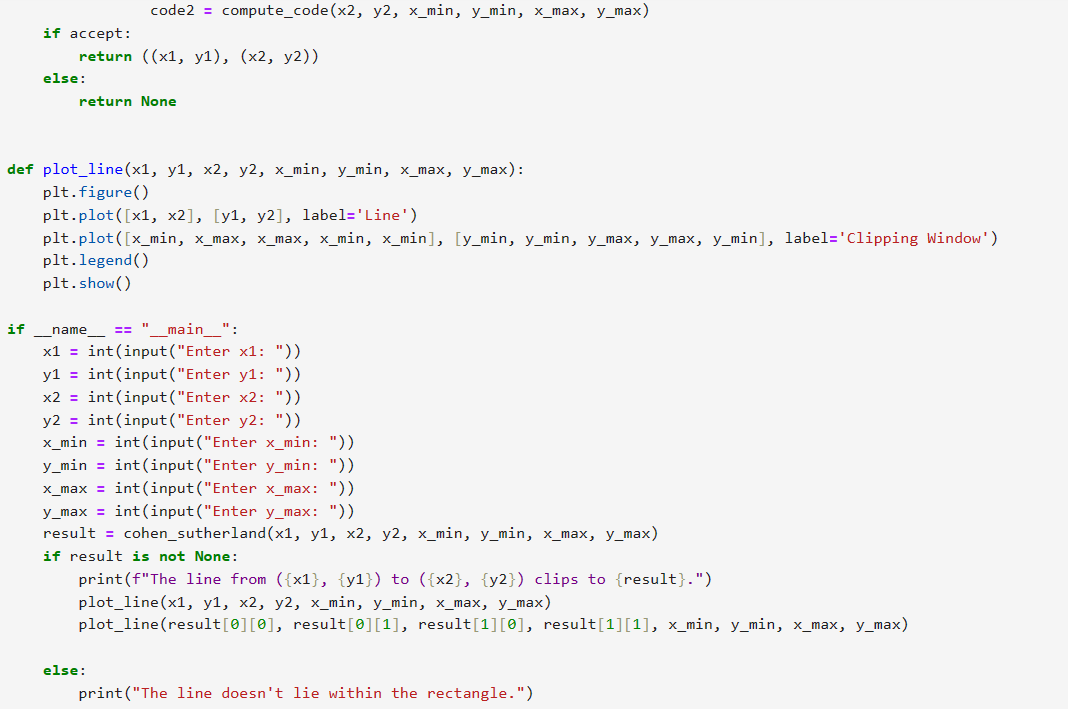
**PRACTICAL 03**

**3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.**

**CODE**

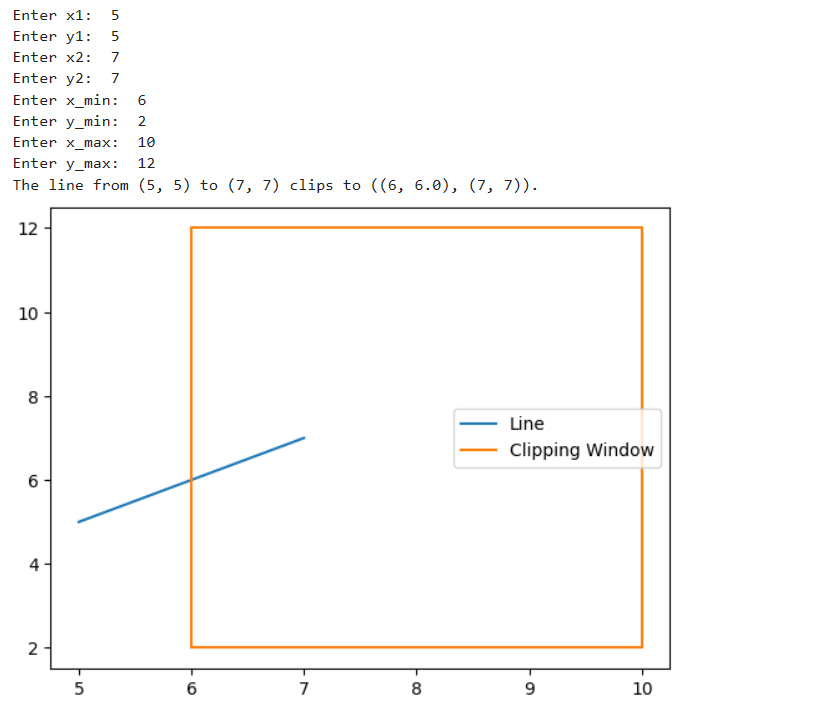
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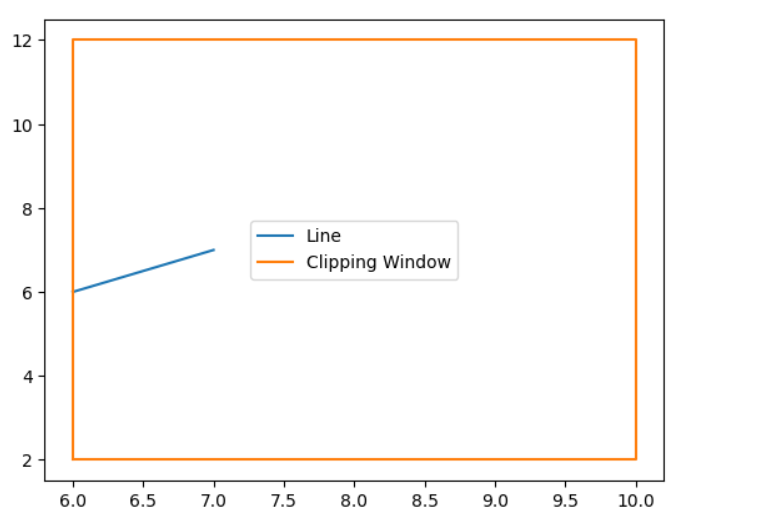
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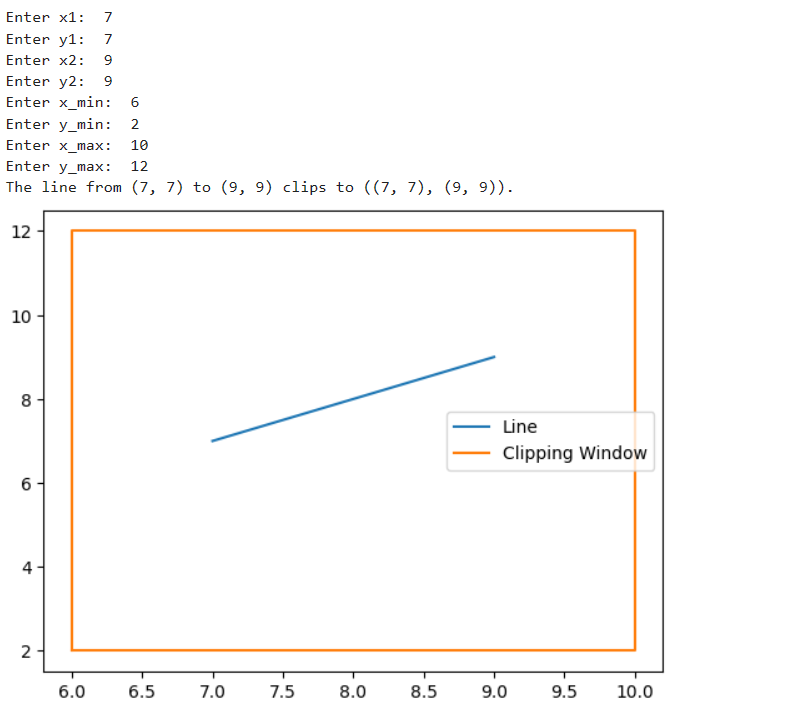
**OUTPUT**

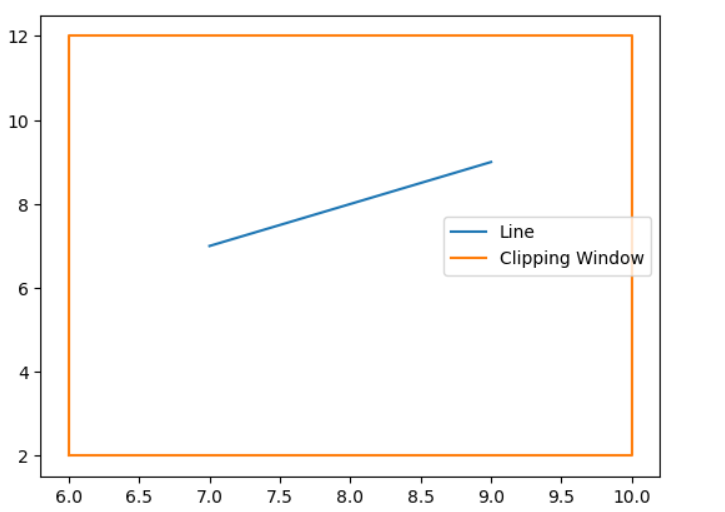
**FOR PARTIALLY INSIDE**

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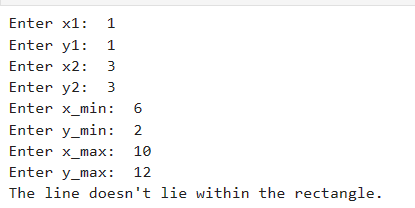
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**COMPLETELY INSIDE :**

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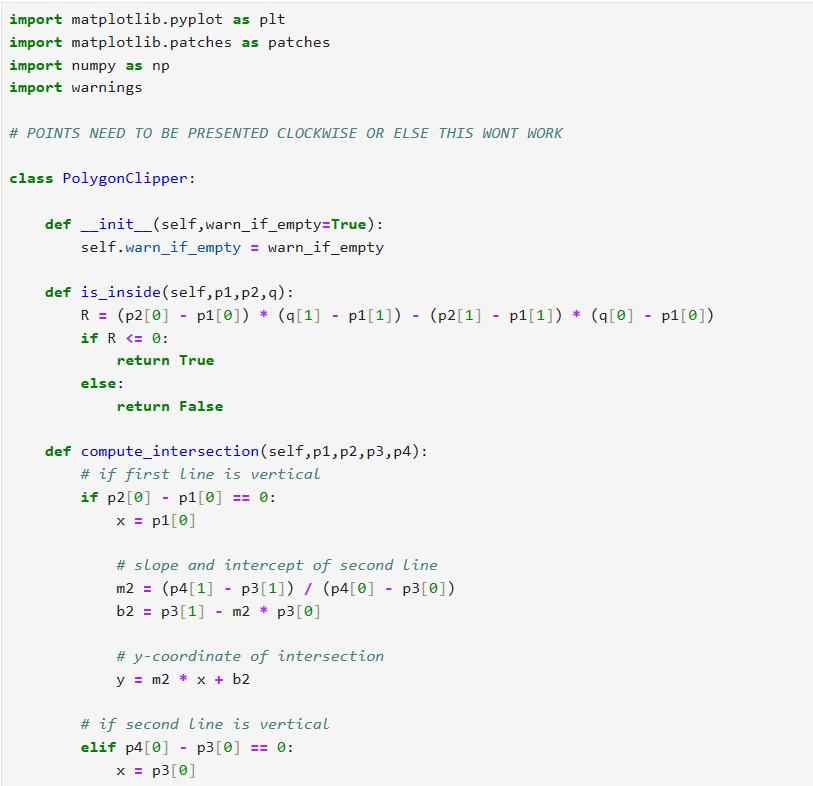
**COMPLETELY OUTSIDE:**

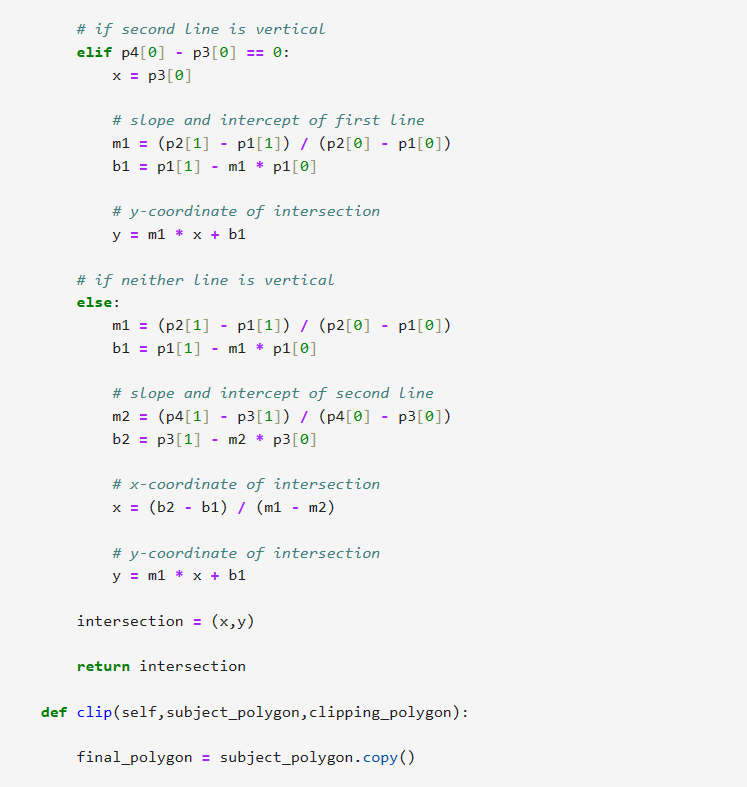
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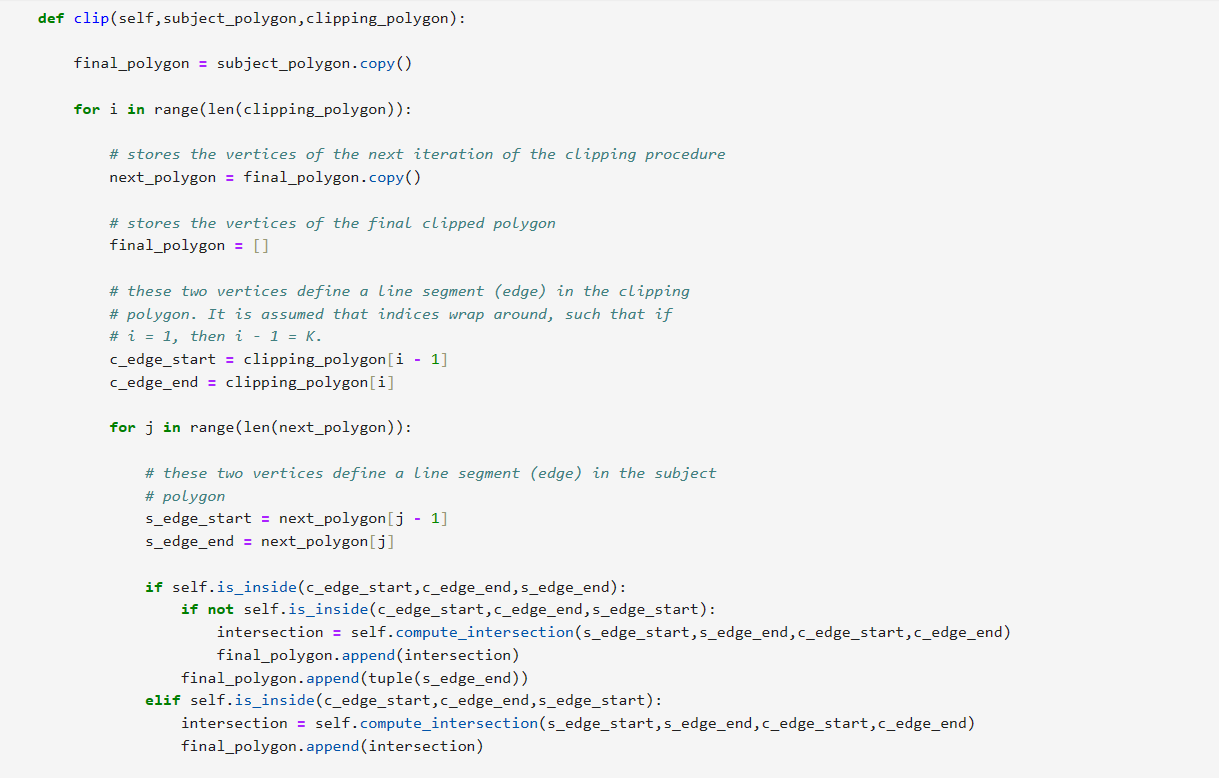
**PRACTICAL 04**

**4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.**

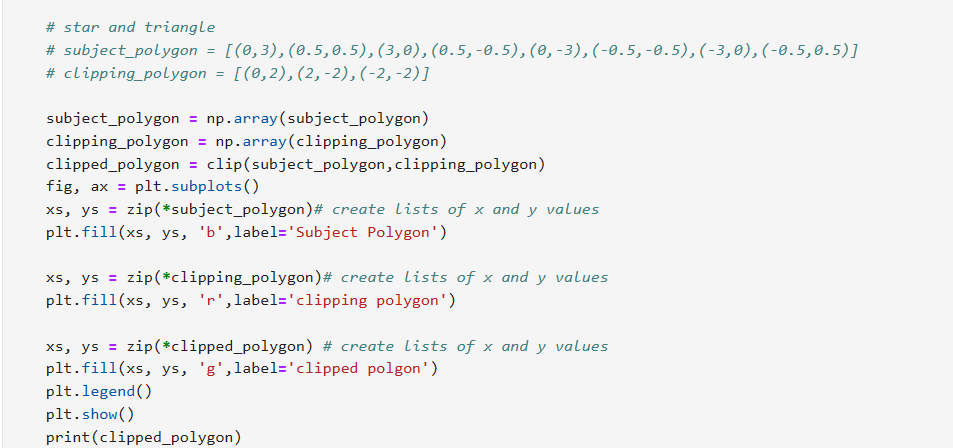
**CODE**

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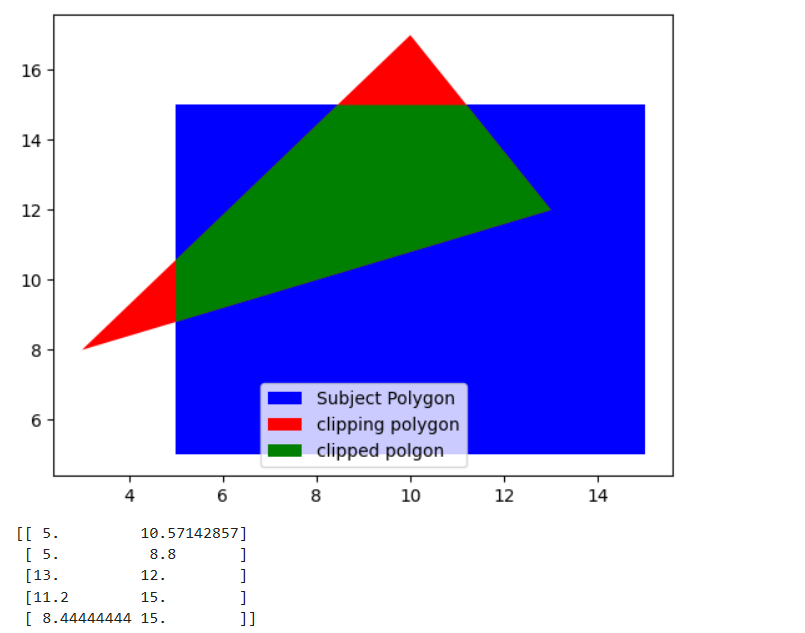
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**OUTPUT**

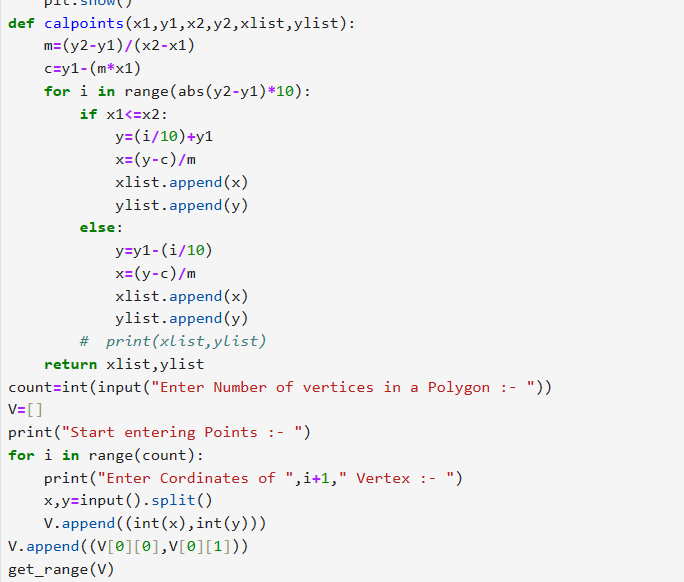
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**PRACTICAL 05**

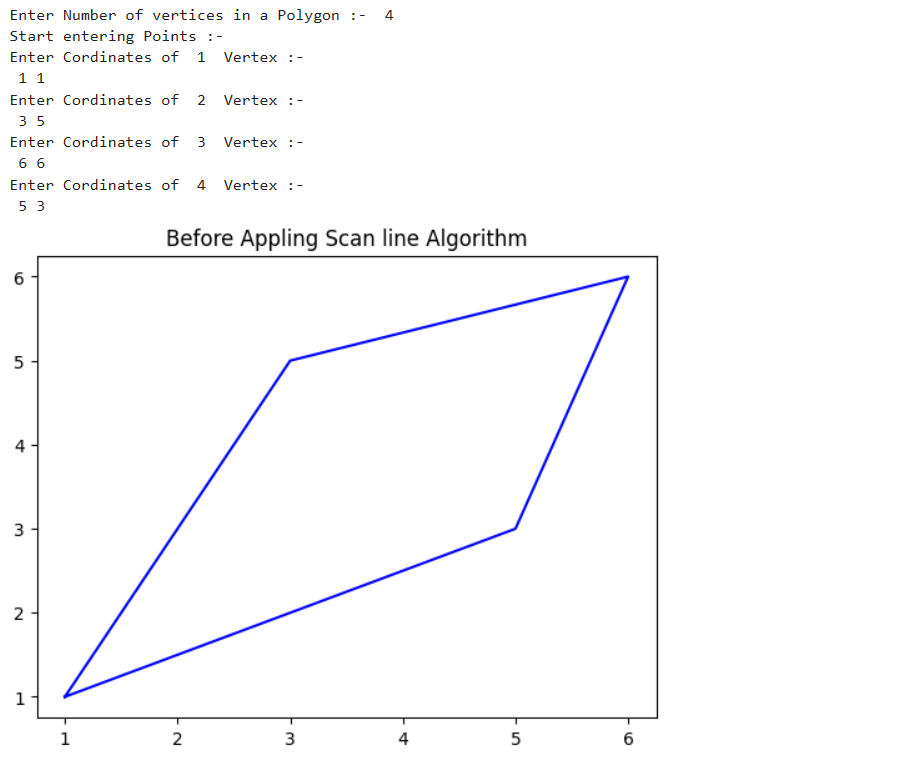
**5. Write a program to fill a polygon using Scan line fill algorithm.**

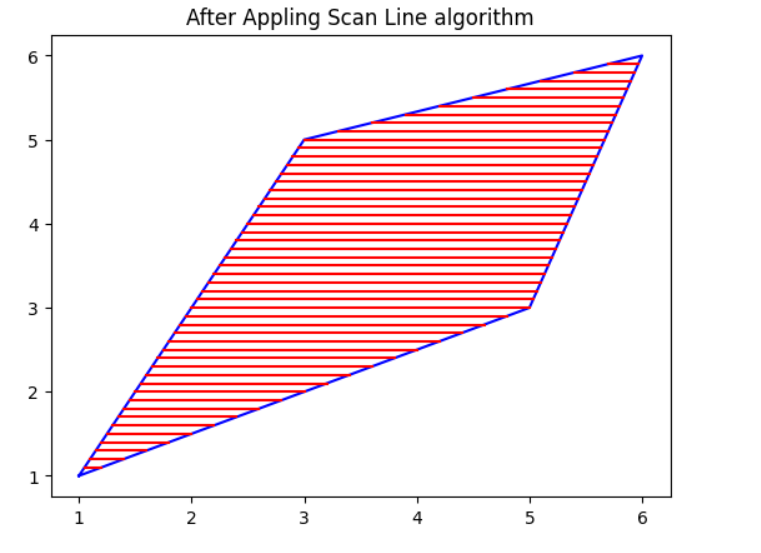
**CODE**

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**OUTPUT**

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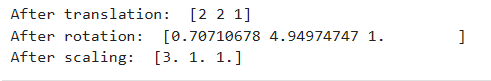
**PRACTICAL 06**

**6. Write a program to apply various 2D transformations on a 2D object (use homogenous Coordinates).**

**CODE**

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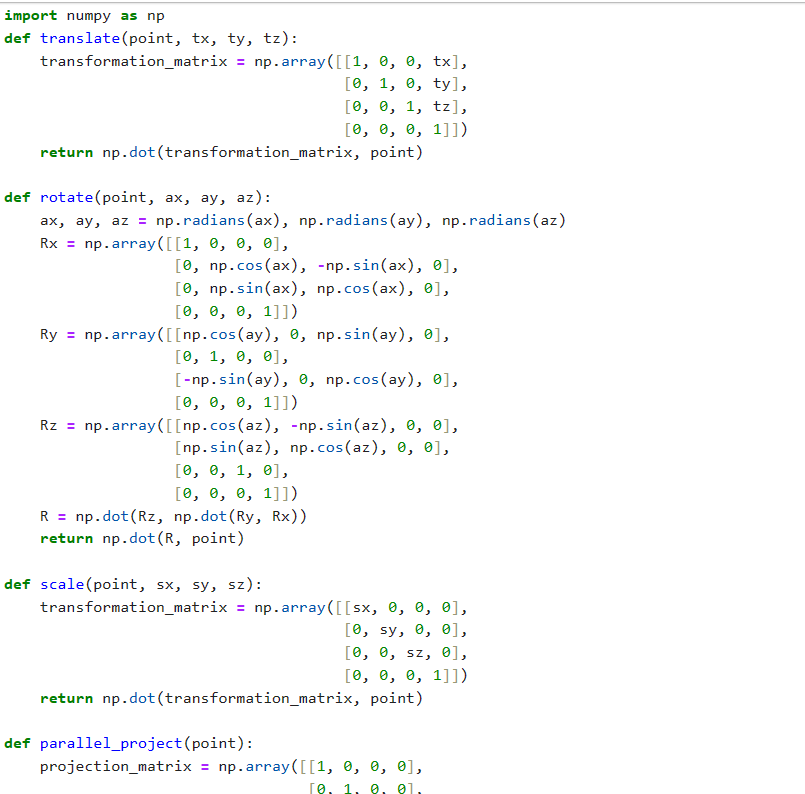
**OUTPUT**

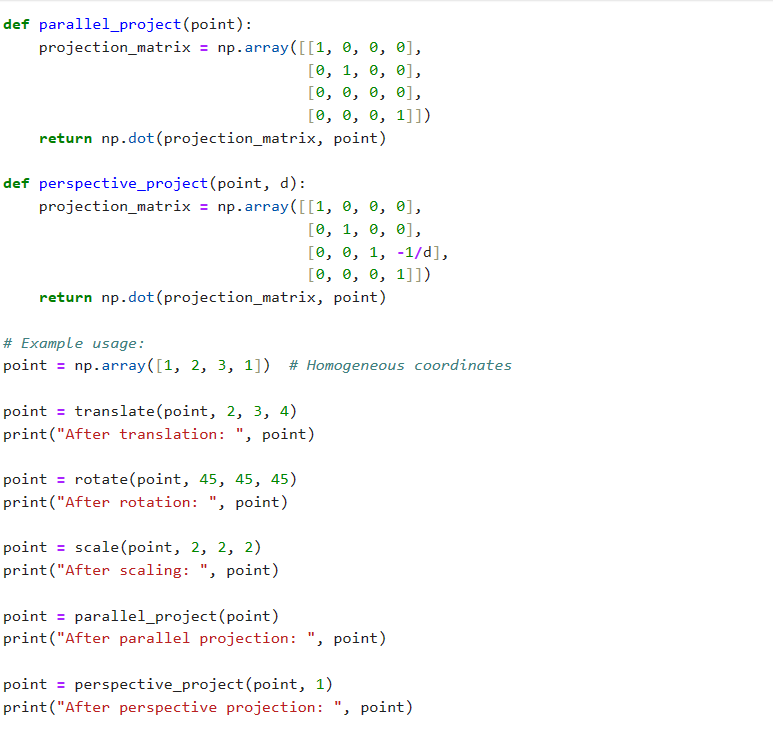
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**PRACTICAL 07**

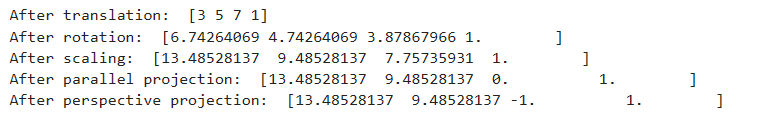
**7. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.**

**CODE**

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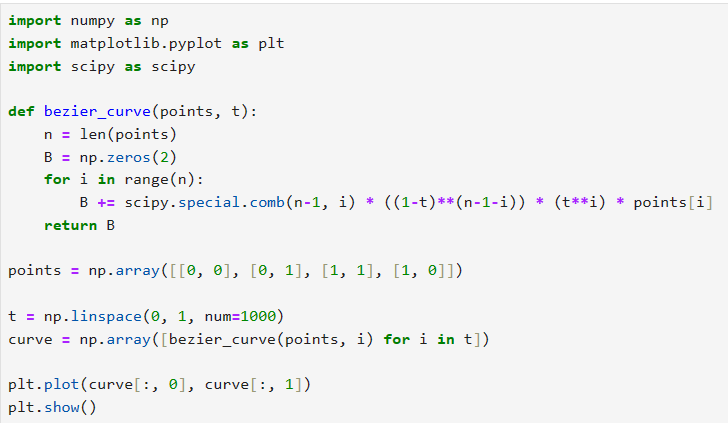
**OUTPUT**

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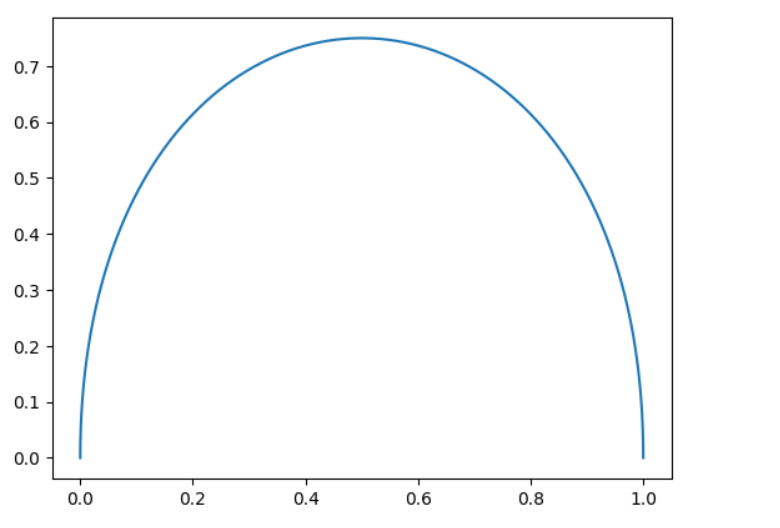
**PRACTICAL 08**

**8. Write a program to draw Hermite /Bezier curve.**

**CODE**

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**OUTPUT**

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