

Activities Unknown ▾ Aug 21 10:53 PM

main.cpp - Code::Blocks 20.03

File Edit Shell View Plugins DoxyBlocks Settings Valgrind Help

Enter the value of x1: 0
Enter the value of y1: 0
Enter the value of x2: 200
Enter the value of y2: 200

Bresenham Line Generati...

```
30 glClearColor(1.0, 0.5, 0.5, 0.0);
31 glClear(GL_COLOR_BUFFER_BIT);
32 int dx, dy, p, x, y;
33 dx = ax2 - ax1;
34 dy = ay2 - ay1;
35 x = ax1;
36 y = ay1;
37 p = 2*dy - dx;
38 glPointSize(2);
39 while(x < ax2)
40 {
41     if(p >= 0)
42     {
43         glBegin(GL_POINTS);
44         glColor3f(1.0, 1.0, 1.0);
45         glVertex2f(x, y);
46         glEnd();
47         y=y+1;
48         p=p+2*dy-2*dx;
49     }
50     else
51     {
52         glBegin(GL_POINTS);
53         glColor3f(1.0, 1.0, 1.0);
54         glVertex2f(x, y);
55         glEnd();
56         p=p+2*dy;
```

Logs & others

Debugger Cscope Closed files list Thread search Valgrind Valgrind messages Cccc CppCheck/Vera++ CppCheck/Vera++ messages Build log Build messages

File	Line	Message
		==== Build file: "no target" in "no project" (compiler: unknown) ====
		==== Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ====

/home/sachin/Documents/practical/comp_graphic/prac_3/main.cpp C/C++ Unix (LF) UTF-8 Line 30, Col 35, Pos 490 Insert Read/Wri... default

Activities Unknown ▾ Aug 21 10:53 PM

main.cpp - Code::Blocks 20.03

File Edit Shell View Plugins DoxyBlocks Settings Valgrind Help

Enter the value of x1: 0
Enter the value of y1: 0
Enter the value of x2: 200
Enter the value of y2: 0

Bresenham Line Generati... - [X]

35 x = ax1;
36 y = ay1;
37 p = 2*dy - dx;
38 glPointSize(2);
39 while(x < ax2)
40 {
41 if(p >= 0)
42 {
43 glBegin(GL_POINTS);
44 glColor3f(1.0, 1.0, 1.0);
45 glVertex2f(x, y);
46 glEnd();
47 y=y+1;
48 p=p+2*dy-2*dx;
49 }
50 else
51 {
52 glBegin(GL_POINTS);
53 glColor3f(1.0, 1.0, 1.0);
54 glVertex2f(x, y);
55 glEnd();
56 p=p+2*dv;

Logs & others

Debugger Cscope Closed files list Thread search Valgrind Valgrind messages Cccc CppCheck/Vera++ CppCheck/Vera++ messages Build log Build messages

File	Line	Message
		=== Build file: "no target" in "no project" (compiler: unknown) ===
		=== Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ===

/home/sachin/Documents/practical/comp_graphic/prac_3/main.cpp C/C++ Unix (LF) UTF-8 Line 30, Col 35, Pos 490 Insert Read/Wri... default

Activities Unknown ▾ Aug 21 10:56 PM

main.cpp - Code::Blocks 20.03

File Edit View Search Debug Build Run Settings Plugins DoxyBlocks Settings Valgrind Help

/home/sachin/Documents/practical/comp_graphic/... - □ ×

Enter the value of x1: 10
Enter the value of y1: 10
Enter the value of x2: 70
Enter the value of y2: 70

Bresenham Line Generati... - □ ×

```
10  
11  
12  
13  
14  
15  
16  
17  
18  
19  
20  
21  
22  
23  
24  
25  
26  
27  
28  
29  
30  
31  
32  
33  
34  
35
```

```
cout<<"Enter the value of x1: ";  
cin>>ax1;  
cout<<"Enter the value of y1: ";  
cin>>ay1;  
cout<<"Enter the value of x2: ";  
cin>>ax2;  
cout<<"Enter the value of y2: ";  
cin>>ay2;  
}  
  
void display()  
{  
    glClearColor(1.0, 0.5, 0.7, 1.0);  
    glClear(GL_COLOR_BUFFER_BIT);  
    int dx, dy, p, x, y;  
    dx = ax2 - ax1;  
    dy = ay2 - ay1;  
    x = ax1;
```

Logs & others

Debugger Cscope Closed files list Thread search Valgrind Valgrind messages Cccc CppCheck/Vera++ CppCheck/Vera++ messages Build log Build messages

File	Line	Message
		==== Build file: "no target" in "no project" (compiler: unknown) ====
		==== Build finished: 0 error(s), 0 warning(s) (0 minute(s), 0 second(s)) ====

/home/sachin/Documents/practical/comp_graphic/prac_3/main.cpp Unix (LF) UTF-8 Line 1, Col 1, Pos 0 Insert Read/Wri... default