

```
cc@CC01:~$ g++ clip.cpp -lGL -lGLU -lglut
cc@CC01:~$ ./a.out
```

Enter No of edges of polygon 5

Enter point 0 x space y 10 20

Enter point 1 x space y 50 20

Enter point 2 x space y 100 50

Enter point 3 x space y 50 100

Enter point 4 x space y 20 100

Test 1

Test 1

Test 1

Test 1

```
Test 1k = 0k = 0k = 0k = 0cc@CC01:~$
cc@CC01:~$ ./a.out
```

Enter No of edges of polygon 4

Enter point 0 x space y 50 150

Enter point 1 x space y 300 50

Enter point 2 x space y 550 50

Enter point 3 x space y 350 400

Test 2k = 5

200 90

300 50

550 50

350 400

200 275k = 6

200 90

300 50

500 50

500 137

350 400

200 275k = 5

500 100

500 137

350 400

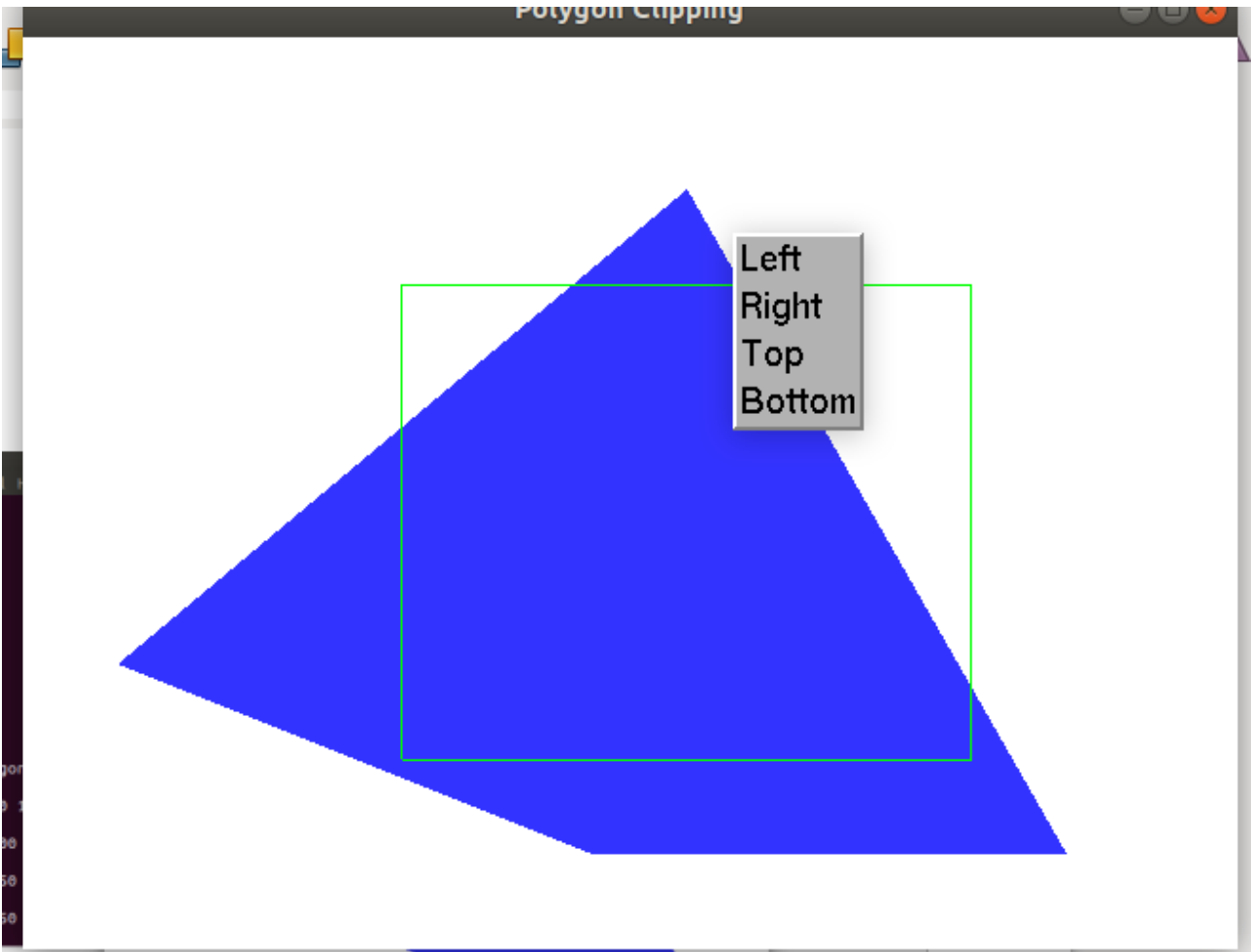
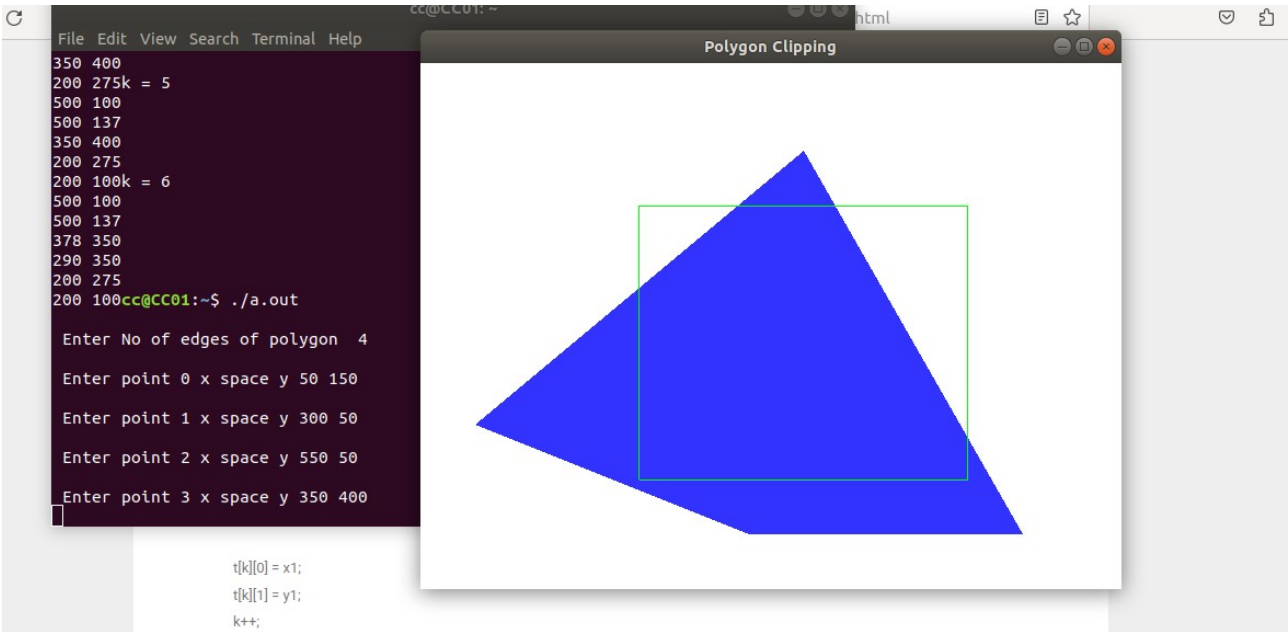
200 275

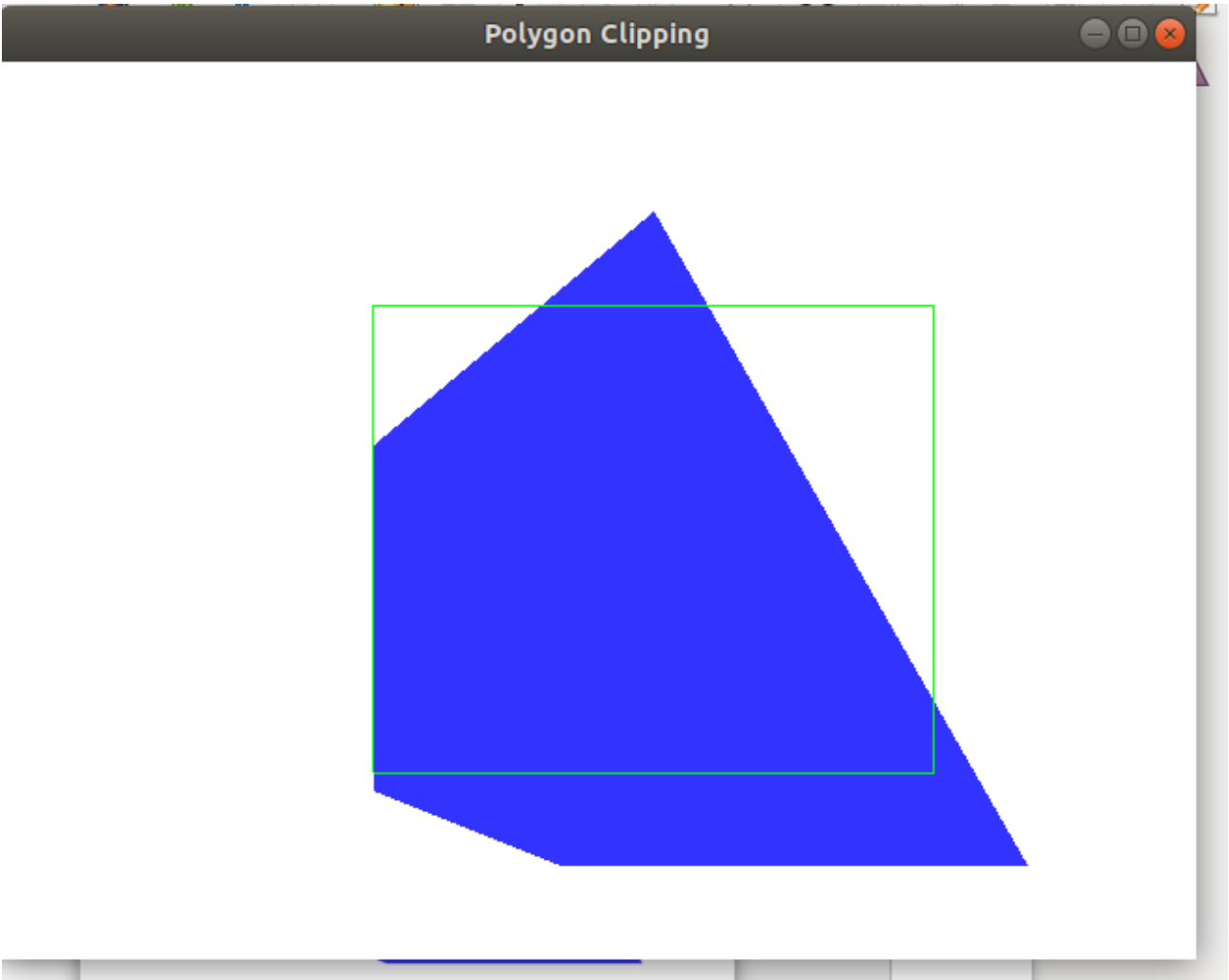
200 100k = 6

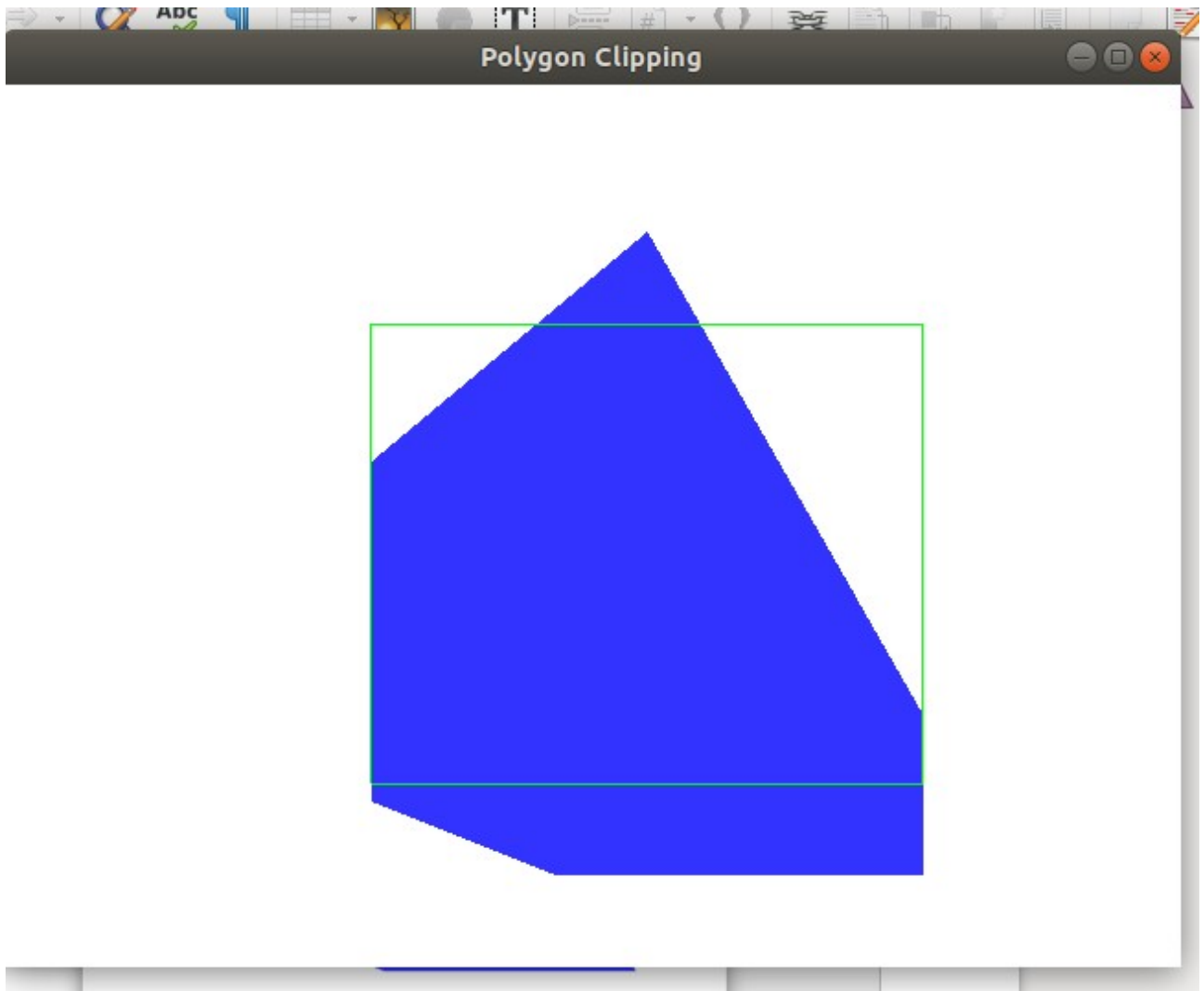
500 100

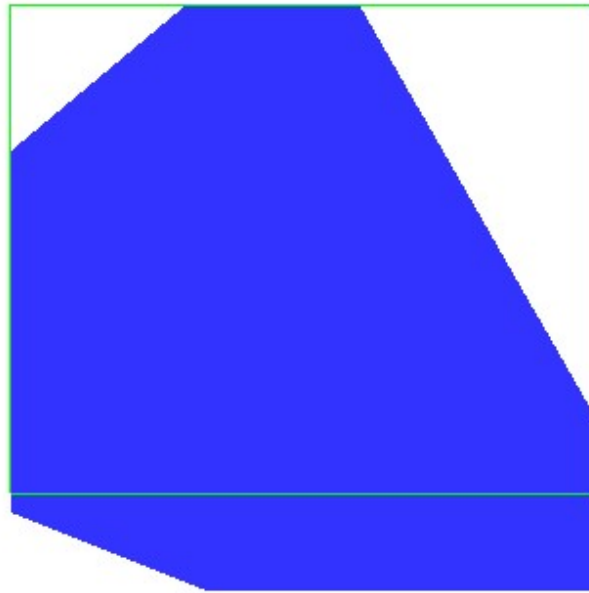
500 137

378 350
290 350
200 275
200 100









Polygon Clipping

