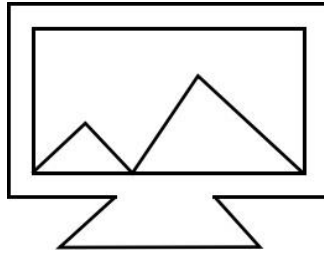


1

Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **DDA Line Drawing Algorithm**. (Use Mouse / Without Mouse to Plot the Points.)  
( A Monitor Screen with a Hill On Display )



2

Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. 1) **Translation**, 2) **Scaling**, 3) **Rotation**. Divide the screen in four quadrants with centre as 0,0. Taking reference point as origin or any point on the screen.

3

Write a Program in OpenGL on Linux Platform to draw a **Dash-Dot-Dash Line & Dash Line** using **DDA Line Drawing Algorithm**. Divide the screen in four quadrants with centre as (0,0). Use Mouse / Without Mouse to Plot the Points.

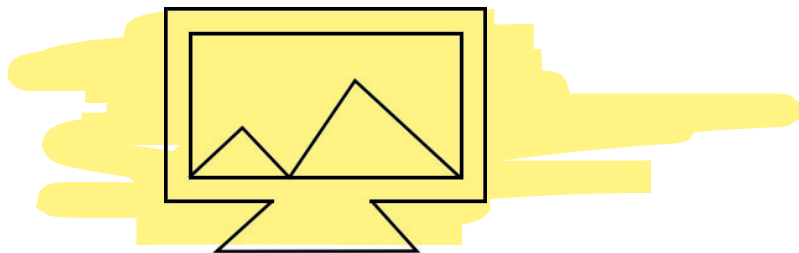
- 1)
- 2)

4

Write a program in OpenGL on Linux Platform to animate a any one scene.

1

Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **Bresenham Line Drawing Algorithm**. (Use Mouse / Without Mouse to Plot the Points.) ( A Monitor Screen with a Hill On Display )

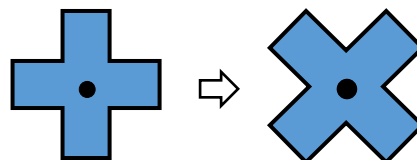


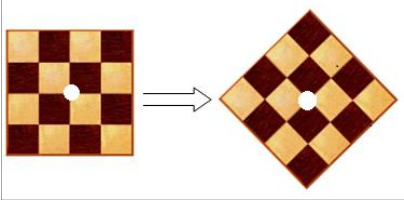
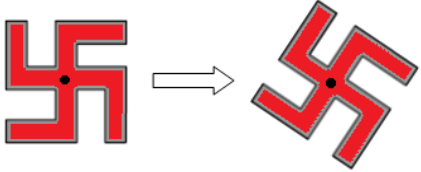
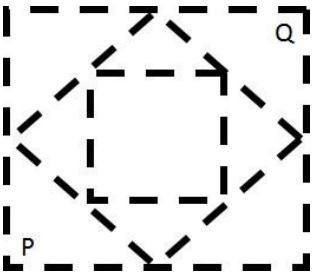
5

Write a Program in OpenGL on Linux Platform to draw a **fractal patterns by using Koch curves**.

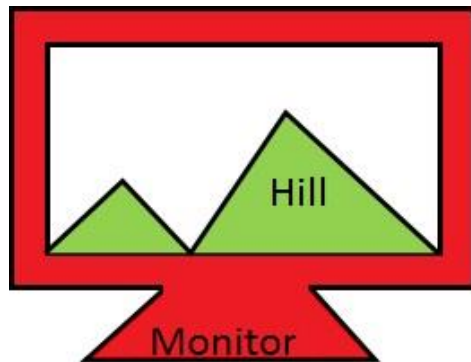
6

Write a program in OpenGL on Linux Platform to draw a polygon as shown at right and perform following 2D Transformation on it keeping the centre dot as reference point. Rotate it by 45 Degrees **anticlockwise**. Fill it with any colors using **any Seed Fill Algorithm**



7	Write a Program in OpenGL on Linux Platform for <b>clipping a line</b> using <b>Cohen-Sutherland Method</b> .	
8	Write a program in OpenGL on Linux Platform to draw a polygon as shown at right and perform following 2D Transformation on it keeping the <b>centre dot as reference point</b> . Rotate it by <b>45 Degrees anticlockwise</b> . Fill it with different colors using <b>any Seed Fill Algorithm</b>	
7	Write a Program in OpenGL on Linux Platform for <b>clipping a line</b> using <b>Cohen-Sutherland Method</b> .	
9	Write a program in OpenGL on Linux Platform to draw a polygon as shown at right and perform following 2D Transformation on it keeping the <b>centre dot as reference point</b> . Rotate it by 45 Degrees anticlockwise. Fill it with any color using <b>any Seed Fill Algorithm</b>	
7	Write a Program in OpenGL on Linux Platform to for <b>clipping a Line</b> using <b>Cohen-Sutherland Out Code Method</b> .	
10	Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following <b>2D Transformations</b> on it. 1) <b>Translation</b> , 2) <b>Rotation</b> 3) <b>Reflection</b> against Origin, X-axis, Y-axis and against <b>X=Y Line</b> . Divide the screen in four quadrants with centre as (0,0).	
11	Write a Program in OpenGL on Linux Platform to draw <b>Cube &amp; perform rotation</b> about vertical axis passing through its centroid.	
7	Write a Program in OpenGL on Linux Platform for <b>clipping a polygon</b> using Sutherland-Hodgman Method.	
15	Write a Program in OpenGL on Linux Platform to draw a <b>Dash Line</b> using <b>Bresenham Line Drawing Algorithm</b> . Divide the screen in four quadrants with centre as (0,0). Use Mouse / Without Mouse to Plot the Points.	 <p>Give only P and Q point rest of fig should automatically drawn</p>

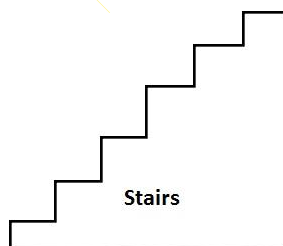
1 } Write a program in OpenGL on Linux Platform to draw a polygon as shown in diagram and Fill it with any color using any Seed Fill Algorithm



Use Color For Filling :- 1) Monitor - Red Color 2) Hill : Green Color

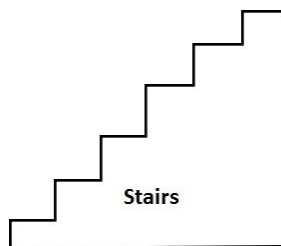
7 } Write a Program in OpenGL on Linux Platform to for **clipping a Line using Cohen-Sutherland Out Code Method.**

5 } Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **DDA Line Drawing Algorithm.** (Use Mouse / Without Mouse to Plot the Points.)



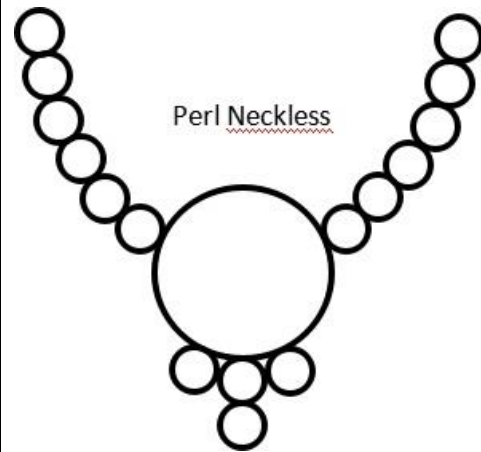
2 } Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. 1) **Translation**, 2) **Reflection**, 3) **Rotation**. Divide the screen in four quadrants with centre as 0,0. Taking reference point as origin or any point on the screen.

15 } Write a Program in OpenGL on Linux Platform to draw following pattern by a **Line** using **Bresenham Line Drawing Algorithm.** (Use Mouse / Without Mouse to Plot the Points.)



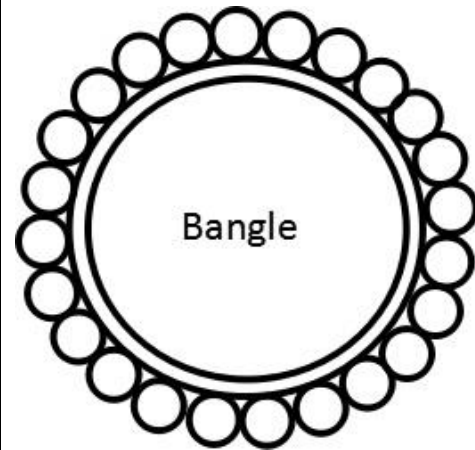
5 } Write a Program in OpenGL on Linux Platform to draw a **fractal patterns by using Koch curves.**

Write a program in OpenGL on Linux Platform to draw a design shown on Right using **Bresenham Circle Drawing Algorithm**. User should only give centre coordinates and radius. Rest should be drawn automatically. Use Mouse/Without Mouse to Plot the Points.



Write a program in OpenGL on Linux Platform to animate a any one scene.

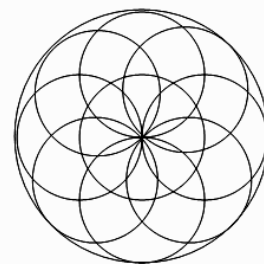
Write a program in OpenGL on Linux Platform to draw a design shown on Right using **Bresenham Circle Drawing Algorithm**. User should only give centre coordinates and radius. Rest should be drawn automatically. Use Mouse/Without Mouse to Plot the Points.



Write a Program in OpenGL on Linux Platform to draw **Cube & perform rotation about vertical axis passing through its centroid.**

Write a program in OpenGL on Linux Platform to for drawing a polygon and perform following **2D Transformations** on it. **1) Translation, 2) Rotation, 3) Shearing (X and Y).** Divide the screen in four quadrants with centre as 0,0. Taking reference point as origin or any point on the screen.

Write a program in OpenGL on Linux Platform to draw a design shown on Right using **Bresenham Circle Drawing Algorithm**. User should only give centre coordinates and radius. Rest should be drawn automatically. Use Mouse to Plot the Points.



Write a Program in OpenGL on Linux Platform to draw a **fractal patterns by using Koch curves.**

Write a program in OpenGL on Linux Platform to draw a design shown on using **Bresenham Circle Drawing Algorithm & DDA Line Drawing Algorithm.** ( A Truck as given in figure )

