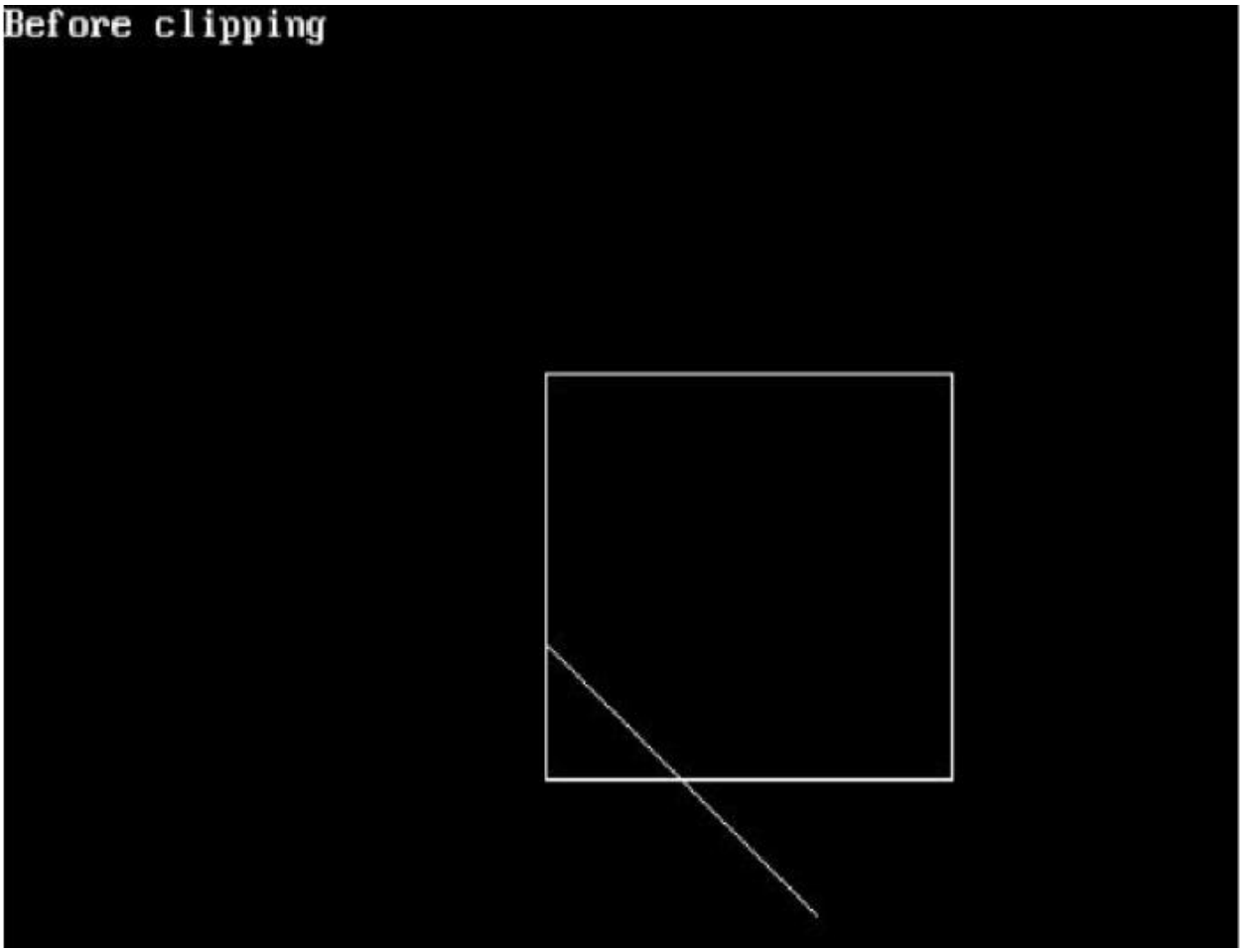
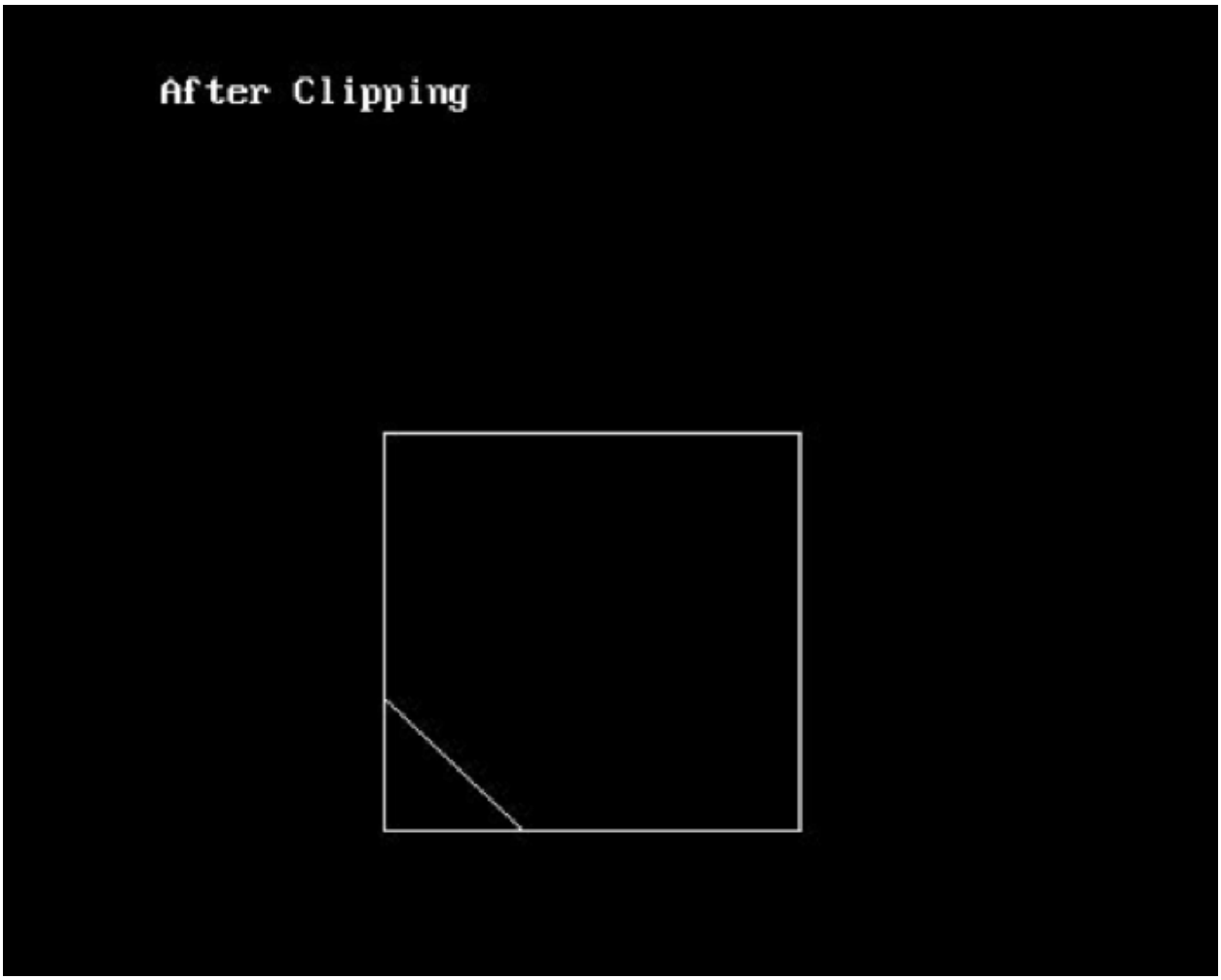
```
#include<iostream.h>
                        #include<conio.h>
                        #include<graphics.h>
                        #include<math.h>
                        void Window()
                        {
                              line (200,200,350,200);
                              line(350,200,350,350);
                              line(200,200,200,350);
                              line(200,350,350,350);
                        }
                        void Code(char c[4],float x,float y)
                        {        c[0]=(x<200)?'1':'0';
                               c[1]=(x>350)?'1':'0';
                               c[2]=(y<200)?'1':'0';
                               c[3]=(y>350)?'1':'0';
                        }
                        void Clipping  (char c[],char d[],float &x,float
                        &y,float m)
                        {
                              int flag=1,i=0;
                              for (i=0;i<4;i++)
                              {
                                    if(c[i]!='0' && d[i]!='0')
                                    {
                                          flag=0;
                                          break;
                                    }
                                    if(flag)
                                    {
                                          if(c[0]!='0')
                                          {
                                                y=m*(200-x)+y;
                                                x=200;
                                          }
                                          else if(c[1]!='0')
                                          {
                                                y=m*(350-x)+y;
                                                x=350;
                                          }
                                          else if(c[2]!='0')
                                          {
                                                x=((200-y)/m)+x;
```

```
                        y=200;
                  }
                  else if(c[3]!='0')
                  {
                        x=((350-y)/m)+x;
                        y=350;
                  }
            }
            if (flag==0)
                  cout<<"Line lying outside";
      }
}
void main()
{
int gdriver = DETECT, gmode, errorcode;
float x1,y1,x2,y2;
float m;
char c[4],d[4];
clrscr();
initgraph(&gdriver, &gmode, "//Turboc3//bgi");
cout<<"Enter coordinates";
cin>>x1>>y1>>x2>>y2;
cout<<"Before clipping";
Window();
line(x1,y1,x2,y2);
getch();
cleardevice();
m=float((y2-y1)/(x2-x1));
Code(c,x1,y1);
Code(d,x2,y2) ;
Clipping(c,d,x1,y1,m);
Clipping(d,c,x2,y2,m);
cout<<"After Clipping";
Window();
line(x1,y1,x2,y2);
getch();
closegraph();
}
```

Output




After Clipping