**Assignment No 1**

Implement DDA line drawing algorithm to draw (Any two of following)

i) Simple line

ii) Dotted line

iii) Dashed line

iv) Solid line

using mouse interface.

Implement the following polygon filling methods

i) Flood fill / Seed fill

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**Assignment No 2**

Implement Bresenham line drawing algorithm to draw (Any two of following)

i) Simple line

ii) Dotted line

iii) Dashed line

iv) Solid line

using mouse interface.

Implement the following polygon filling methods

Boundary fill using mouse click, keyboard interface and menu driven programming

**Assignment No 3**

Implement DDA line drawing algorithm to draw (Any two of following)

i) Simple line

ii) Dotted line

iii) Dashed line

iv) Solid line

using mouse interface

Implement following 2D transformations on the object with respect to axis

a. Scaling

b. Reflection

**Assignment No 4**

Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius

Implement following 2D transformations on the object with respect to axis a. Scaling

b. Reflection

**Assignment No 5**

Implement Bresenham line drawing algorithm to draw (Any two of following)

i) Simple line

ii) Dotted line

iii) Dashed line

iv) Solid line

using mouse interface.

Implement the following polygon filling methods

i) Flood fill / Seed fill

**Assignment No 6**

Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius

Implement the following polygon filling methods

Boundary fill using mouse click, keyboard interface and menu driven programming

**Assignment No 7**

Implement DDA line drawing algorithm to draw (Any two of following)

i) Simple line

ii) Dotted line

iii) Dashed line

iv) Solid line

using mouse interface.

Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius

**Assignment No 8**

Implement Bresenham line drawing algorithm to draw (Any two of following)

i) Simple line

ii) Dotted line

iii) Dashed line

iv) Solid line

using mouse interface.

Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius

**Assignment No 9**

Implement the following polygon filling methods

1. Flood fill / Seed fill

Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius

**Assignment No 10**

Implement following 2D transformations on the object with respect to axis

a. Scaling

b. Reflection

Implement Bresenham circle drawing algorithm to draw any object. The object should be displayed in all the quadrants with respect to center and radius

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