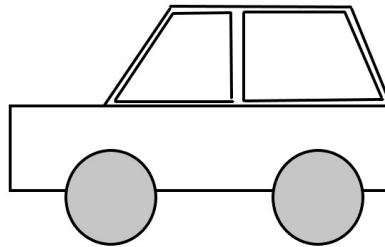


Interactive Computer Graphics

Lab 6 (07/09/2021)

Using OpenGL, draw the following figures. The dimensions of the various components in the figures can be considered as you wish, but the overall shape should be the same as the figures given in the question.

1. Use Bresenham Line Drawing (BLD) and Mid-point Circle Drawing (MCD) algorithms to draw the following figure.



2. Use Mid-point Circle Drawing (MCD) algorithm to draw the following arc AB (as show in the figure) with radius r , starting angle α , sweeping angle β . Angles are taken in anti-clockwise direction. ($-2\pi \leq \alpha \leq 2\pi$ and $-2\pi \leq \beta \leq 2\pi$). Input to the algorithm are radius and center of the arc, α and β in degrees.

