**Name: SWAPNIL VASANT GHULE**

**Roll No. : 21385**

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| **Assignment No.** | **Assignment Name** | **Status** |
| A1 | DDA and Bresenham’s Line Drawing Algorithms | Checked |
| A2 | DDA and Bresenham’s Circle Drawing Algorithms | Checked |
| A3 | 2-D Transformations | Checked |
| A4 | Polygon Drawing | Checked |
| A5 | Chessboard | Not Checked |
| B1 | Line Patterns | Checked |
| B2 | Polygon Drawing and Filling using Seed fill algorithm | Checked |
| B3 | Cohen-Sutherland Line Clipping Algorithm | Checked |
| B4 | Reflection of 2-D Objects | Checked |
| B5 | Generating Hilbert Curve using fractals | Not Checked |
| C1 | Drawing 3-D cube and performing transformations on it using OpenGL | Not Checked |
| C2 | Simulating Data Structure - Stack | Not Checked |