EXPERIMENT 3: LINE CLIPPING ALGORITHMS(Cohen Sutherland)

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CODE:-

```
from turtle import *
INSIDE = 0
LEFT = 1
RIGHT = 2
BOTTOM = 4
TOP = 8
print('Input x_min, y_min, x_max, y_max in each line')
x_min = int(input())
y_min = int(input())
x_max = int(input())
y_max = int(input())
#printing rectangle
pencolor("black")
penup()
goto(x_min,y_min)
pendown()
goto(x_min,y_max)
goto(x_max,y_max)
penup()
goto(x_min,y_min)
pendown()
goto(x_max,y_min)
goto(x_max,y_max)
penup()
def get_bits_value(x, y):
    temp = INSIDE
    if int(x) < int(x_min): # left</pre>
        temp |= LEFT
    elif int(x) > int(x_max): # right
        temp |= RIGHT
    if int(y) < int(y_min): # below</pre>
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temp |= BOTTOM
    elif int(y) > int(y_max): # above
        temp |= TOP
    #print(temp)
    return temp
print('Now print the no. of lines')
#input no. of lines
n = int(input())
for number in range(n):
    print('Now print value of x1,y1,x2,y2 in each line')
   #input coordinates
   x1 = int(input())
   y1 = int(input())
   x2 = int(input())
   y2 = int(input())
   x1_{temp} = x1
   y1_{temp} = y1
   x2\_temp = x2
   y2\_temp = y2
    #to find the position of point
    temp1 = get_bits_value(x1, y1)
    temp2 = get_bits_value(x2, y2)
    indicate = False
    #print(temp1,temp2)
   while True:
        #inside totally
        if temp1 == 0 and temp2 == 0:
            indicate = True
            #print('inside totally')
            break
        #outside totally
        elif ((temp1 & temp2) != 0):
            #print('outside totally')
            break
        #partial case
        else:
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```
x = 1.0
        y = 1.0
        #choosing one of the point
        if temp1 != 0:
            code_out = temp1
        else:
            code_out = temp2
        #now check the position & find respective coordinates
        if code out & TOP:
            x = x1 + (x2 - x1) *(y_max - y1) / (y2 - y1)
            y = y_max
        elif code out & BOTTOM:
            x = x1 + (x2 - x1) *(y_min - y1) / (y2 - y1)
            y = y_{min}
        elif code_out & RIGHT:
            y = y1 + (y2 - y1) *(x_max - x1) / (x2 - x1)
            x = x_max
        elif code_out & LEFT:
            y = y1 + (y2 - y1) *(x_min - x1) / (x2 - x1)
            x = x_{min}
        if code_out == temp1:
            x1 = x
            y1 = y
            temp1 = get_bits_value(x1, y1)
        else:
            x2 = x
            y2 = y
            temp2 = get_bits_value(x2, y2)
if indicate:
    print ("It lies between ", x1, " , " , y1 ," to " ,x2 ," , " ,y2)
    pencolor('red')
    penup()
    goto(x1_temp,y1_temp)
    pendown()
    goto(x1,y1)
    pencolor('green')
    goto(x2,y2)
```

```
pencolor('red')
   goto(x2_temp,y2_temp)
else:
   print("It is outside of this rectangle completely")
   pencolor('red')
   penup()
   goto(x1_temp,y1_temp)
   pendown()
   goto(x2_temp,y2_temp)

exitonclick()
```

Input:-

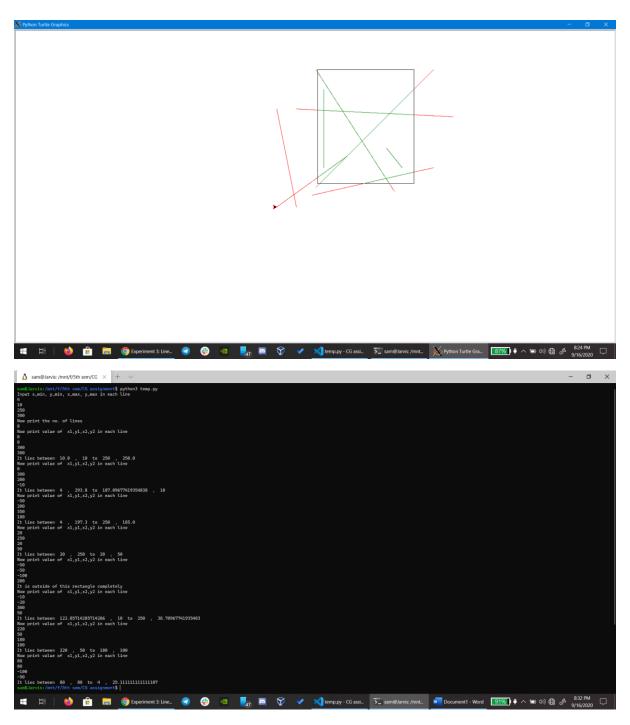
Dimension of Rectangle (Left and Bottom most point = 4,10 & Right and Topmost point = 250,300)

8 lines were drawn:

Their end points are:-

- 1. (0,0),(300,30)
- 2. (0,300),(200,-10)
- 3. (-50,200),(350,180)
- 4. (20,250),(20,50)
- 5. (-50,-50),(-100,200)
- 6. (-10,-20),(300,50)
- 7. (220,50),(180,100)
- 8. (80,80),(-100,-50)

Output:-



Note:- 1.It also shows the starting and end point in rectangle for a line.

2.Also I took black color for rectangle, Green for part of line inside the rectangle and Red for part of line outside the rectangle for better visualization.