**PROGRAM NO. 14**

**AIM-** To clip a line intersecting at one point withgiven window using Cohen Sutherland LineClipping algorithm.

#include<iostream.h>

#include<conio.h>

#include<dos.h>

#include<graphics.h>

void main()

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"C:\\turboc3\\bgi");

int x[4],y[4],px,py,i;

cout<<"Enter four control points of bezier curve:";

for(i=0;i<4;i++) cin>>x[i]>>y[i];

double u;

for(u=0.0;u<=1.0;u+=0.001){

px=(1-u)\*(1-u)\*(1-u)\*x[0]+3\*u\*(1-u)\*(1-u)\*x[1]+3\*u\*u\*(1-u)\*x[2]+u\*u\*u\*x[3];

py=(1-u)\*(1-u)\*(1-u)\*y[0]+3\*u\*(1-u)\*(1-u)\*y[1]+3\*u\*u\*(1-u)\*y[2]+u\*u\*u\*y[3];

putpixel(px,py,WHITE);

delay(2);

}

getch();

closegraph();

}

**OUTPUT:-**

