# BCSE 3 Odd Sem Graphics Assignments

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Group - A2

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Assignments attempted:

1. Raster Grid with axis
2. DDA & Breshenham's line drawing algorithm with execution time
3. Circle drawing: midpoint algo and polar
4. Ellipse: midpoint, polar
5. Draw a closed polygon + scanline filling
6. Boundary fill + flood fill
7. Draw a closed polygon and implement different transformation functions (with respect to origin) on it. a) translation, b) rotation, c) scaling, d) shear, e) reflection with respect to x/y axes.
8. Composite Transformation. a) Rotation and scaling with respect to an arbitrary point, c) reflection with respect to an arbitrary line
9. Implement Line Clipping with respect to a rectangular clip window, using a) Cohen-Sutherland Algorithm

10. Implement Polygon Clipping with respect to a rectangular clip window, using a)
    Sutherland-Hodgeman Algorithm,