



KARPAGAM ACADEMY OF HIGHER EDUCATION

(Deemed to be University)

(Established Under Section 3 of UGC Act 1956)

Coimbatore-641 021

(For the candidates admitted from 2017 onwards)

DEPARTMENT OF COMPUTER SCIENCE, CA & IT

SUBJECT CODE : 16CSU612B
SEMESTER : VI

SUBJECT : COMPUTER GRAPHICS-PRACTICAL
CLASS : III B.Sc. CS L T P C = 4 0 0 4

1. Write a program to implement Bresenham's line drawing algorithm.
2. Write a program to implement mid-point circle drawing algorithm.
3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.
5. Write a program to apply various 2D transformations on a 2D object (use homogenous coordinates).
6. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
7. Write a program to draw Hermite/Bezier curve.