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graphics created using computers and, more generally, the representation and manipulation of image data by a computer hardware and software. The development of computer graphics,

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Computer Graphics Lab. 1. Syllabus from the university a) Write a program for 2D line drawing as Raster Graphics Display. b) Write a program for circle drawing as Raster Graphics Display. c) Write a program for Polygon filling as Raster Graphics Display. d) Write a program for Line Clipping. e) Write a program for

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mode and draw basic shapes in graphics  
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Use for loops Important Notes Use  
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Graphics & Multimedia Lab 0 2 1 List of Experiments 1. To Study various in build graphics functions in C library. 2. Write a program to draw a line using DDA algorithm. 3. Write a program to draw a line using Bresenham's algorithm. 4.

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Contents Lab # Topics Covered Page #  
Lab # 01 To get familiarized with the  
computer graphics environment and  
function provided by C/C++.



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Implement the rasterization process for lines of different lengths/slopes. 8 Lab #  
03 Implement the rasterization process for circles/ellipses of different radii 12 Lab #  
04 Implementation of Line, Circle & Ellipse ...

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pages. Software Used: QT Creator version  
5.1.0 1.

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Computer Graphics Principles and  
Practices second edition by James D.

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Foley, Andeies van Dam, Stevan K. Feiner  
and Johb F. Hughes, 2000, Addison  
Wesley;

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creens with the help of programming. It involves computations, creation, and manipulation of data. In other words, we can say that computer graphics is a rendering tool for the generation and manipulation of images. Cathode Ray Tube

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have the student feel comfortable with the use of the machine and the particular software. The faculty

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