

**U.G. 6th Semester Examination - 2021**

**COMPUTER SCIENCE**

**[HONOURS]**

**Course Code : COM.SC-H-CC-P-614**

**[PRACTICAL]**

**(Computer Graphics Lab)**

Full Marks : 75

Time : 6 Hours

**Distribution of Marks:**

**Experiment : 60**

**Viva voce : 10**

**Lab Note Book : 05**

Answer any **one** question to be allotted on lottery basis.

Each question carries 60 marks.

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 implement Cohen Sutherland line clipping algorithm.

4. Write a program to implement Sutherland Hodgeman polygon clipping algorithm.
5. Write a menu driven program to perform the following 2D transformation: (i) translation (ii) rotation.
6. Write a menu driven program to perform the following 2D transformation: (i) scaling (ii) shearing.
7. Write a menu driven program to perform the following 3D transformation: (i) translation (ii) rotation.
8. Write a menu driven program to perform the following 3D transformation: (i) scaling (ii) reflection.
9. Write a program to implement Hermite curve.
10. Write a program to implement Bezier curve.

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*[Turn over]*