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Cool! I'am really happy

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#Diego Butler



so many fake sites. this is the first one which worked! Many thanks

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Lab Manual for CG with OpenGL(13MCA37) 2

```
void setPixel(GLint xCoordinate, GLint yCoordinate)
{
    glBegin(GL_POINTS);
    glVertex2i(xCoordinate,yCoordinate);
    glEnd();
    glFlush(); //executes all OpenGL functions as quickly as possible
}

void init(void)
{
    glClearColor(0.0,0.0,0.0,0.0);
    glMatrixMode(GL_PROJECTION);
    gluOrtho2D(0.0,200.0,0.0,150.0);
}

//DDA line drawing procedure
void lineDDA(GLint x0,GLint y0, GLint x1,GLint y1)
{
    GLint dx=x1-x0, dy=y1-y0, steps, k;
    GLfloat xinc, yinc, x=x0, y=y0;
    if(abs(dx)>abs(dy))
        steps=abs(dx);
    else
        steps=abs(dy);
    xinc=float(dx)/float(steps);
    yinc=float(dy)/float(steps);
    setPixel(round(x),round(y));
    for(k=0;k<steps;k++)
    {
        x+=xinc;
        y+=yinc;
        setPixel(round(x), round(y));
    }
}

//Function fills one row of chessboard with alternate black and white color
void fillRow(GLint x1,GLint y1,GLint x2,GLint y2,GLfloat c)
{
    while(x1<=x2)
    {
        glColor3f(c,c,c);
        glVertex(x1,y1,x2,y2);
    }
}
```

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