

Section-2

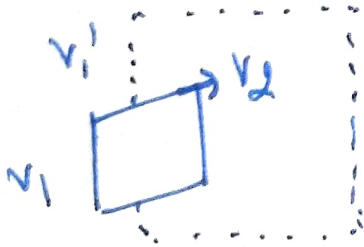
Ans-1 Sutherland-Hodgeman

- 1) Read coordinates of all vertices of polygon.
- 2) Read coordinates of clipping window.
- 3) Consider left, right, top, bottom.

If z is positive : point is on right side of window boundary

Zero : Point is on window boundary

Negative : Point is on left side of window boundary.



Processing edges of polygon against left boundary.