1. Implementation of the following algorithms
a) LINE b) CIRCLE c) ELLIPSE.

2. 2D Transformations:
   a) Translation
   b) Rotation
   c) Scaling
   d) Reflection
   e) Shearing of Objects.

3. 2D line and polygon clipping.

4. 3D Transformations using **OpenGL**
   a) Translation
   b) Rotation
   c) Scaling.

5. Text compression algorithms – RLE and Static Huffman.

6. Image compression algorithm - JPEG baseline encoding

7. Basic operations on image using any image editing software - Photoshop/GIMP /any equivalent animation software

8. Animation using any 2D Animation software - Adobe’s Flash/ Director/ any equivalent animation software

9. Multimedia applications using VRML