// pg7.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include<stdlib.h>

#include<stdio.h>

#include<GL/glut.h>

float x1=200,x2=100,x3=200,x4=300,y1=200,y2=300,y3=400,y4=300;

int le[500],re[500];

float fillFlag=0;

void edgedetect(float x1,float y1,float x2,float y2,int \*le,int \*re)

{

float mx,x,temp;

int i;

if((y2-y1)<0)

{

temp=y1;

y1=y2;

y2=temp;

temp=x1;

x2=x1;

x2=temp;

}

if((y2-y1)!=0)

mx=(x2-x1)/(y2-y1);

else

mx=x2-x1;

for(i=y1;i<=y2;i++)

{

if(x<(float)le[i])

le[i]=(int)x;

if(x>(float)re[i])

re[i]=(int)x;

x+=mx;

}

}

void draw\_pixel(int x,int y)

{

glColor3f(1.0,1.0,0.0);

glBegin(GL\_POINTS);

glVertex2i(x,y);

glEnd();

}

void scanfill(float x1,float x2,float x3,float x4,float y1,float y2,float y3,float y4)

{

int i,y;

for(i=0;i<500;i++)

{

le[i]=500;

re[i]=0;

}

edgedetect(x1,y1,x2,y2,le,re);

edgedetect(x2,y2,x3,y3,le,re);

edgedetect(x3,y3,x4,y4,le,re);

edgedetect(x4,y4,x1,y1,le,re);

for(y=0;y<500;y++)

{

for(i=(int)le[y];i<(int)re[y];i++)

draw\_pixel(i,y);

}

}

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(0.0,1.0,1.0);

glBegin(GL\_LINE\_LOOP);

glVertex2f(x1,y1);

glVertex2f(x2,y2);

glVertex2f(x3,y3);

glVertex2f(x4,y4);

glEnd();

if(fillFlag==1)

scanfill(x1,y1,x2,y2,x3,y3,x4,y4);

glFlush();

}

void init()

{

glClearColor(0.0,0.0,0.0,1.0);

glColor3f(1.0,0.0,0.0);

glPointSize(1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0.0,499.0,0.0,499.0);

}

void fillMenu(int option)

{

if(option==1)

fillFlag=1;

if(option==2)

fillFlag=2;

display();

}

void main()

{

glutInitDisplayMode(GLUT\_SINGLE|GLUT\_RGB);

glutInitWindowSize(500,500);

glutInitWindowPosition(0,0);

glutCreateWindow("filling a polygon using scan\_line algorithm");

init();

glutDisplayFunc(display);

glutCreateMenu(fillMenu);

glutAddMenuEntry("fill ploygon",1);

glutAddMenuEntry("fill ploygon",2);

glutAttachMenu(GLUT\_RIGHT\_BUTTON);

glutMainLoop();

}