Rasterization Polygon Experiment
Project Documentation

Introduction

This document captures the technical details related to the experiment development. Developer Information and Environment Details.

Project

Domain Name : Computer Science & Engineering
Lab Name : Computer Graphics
Experiment Name : Rasterization polygon

Purpose of the project

The purpose of the project is to convert the **Rasterization Polygon** experiment simulation from **Java** to **Javascript**.

Project Developers Details

	Name	Year of Study	Role	Email-ID	Github handle
1.	Mudit Gupta	1st Year	Full Development	muditgupta9807@gmail.com	muditgupta9807

Technologies and Libraries

Technologies :

1. HTML
2. CSS
3. Javascript

Libraries : None

Development Environment

OS : Windows & Linux Ubuntu
Bandwidth: 20mbps

Documents :

S.NO	Link to Document	Role
1.	exp2.html	On this file you can perform the Experiment
2.	support2.css	Css File Containing the code
3.	support2.js	Javascript File Containing the Code
4.	procedure	This document captures the instructions to run the simulations
5.	test cases	This document captures the functional test cases of the experiment simulation
6.	code explanation	This document captures the details related to code
7.	Experiment Documentation	This Document captures a brief Overview of the Experiment and all other file purposes.

Process Followed to convert the experiment

1. Understand the assigned experiment Java simulation on vlab.co.in using an old browser version and jre
2. Understanding the experiment concept
3. Developing the Algorithm
4. Re-implement the same in javascript

Value Added by our Project

1. It would be beneficial for engineering students
2. Highly beneficial for tier 2 and tier 3 college students who can use this to learn and understand the concept of perception learning.

Risks and Challenges :

1. Printing the grid fully into the Canvas for any no. of rows and columns.
2. Overcoming Mathematical Issues that on which conditions there could be 1/0 and infinity cases.
3. Wrong Inputs Given By the User

Issues :

None Currently