Problems for Lab 7

Objectives :

1. To understand the faster rasterisation of closed curves such as circle and ellipse, by avoiding floating point operation
2. Rendering colour to the boundary in OpenGL
3. Given the centre (a, b) and radius r, display circle( in red colour) cantered at (a, b) and with radius r using midpoint circle drawing algorithm
4. Given the centre (h, k), a half length of major axis ‘a’ and a half length of minor axis ‘b’ , display Ellipse(in Yellow colour) cantered at (h, k) and with major axis length 2a and minor axis length 2b using midpoint ellipse drawing algorithm