**Problem for Lab 9**

1. Implement Poly Fill algorithm in OpenGL to rasterise polygon region, and observe the effect of dropping horizontal edge, and also observe how vertical edges are displayed
   1. First implement the algorithm using the floating point operations inside any loop(ie using x=x+1/m) (5 Marks)
   2. Avoid floating point operation by replacing x=x+1/m with the function to compute next x for next scan line (5 Marks)