

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
 - a. First implement the algorithm using the floating point operations inside any loop (ie using $x = x + 1/m$) (5 Marks)
 - b. Avoid floating point operation by replacing $x = x + 1/m$ with the function to compute next x for next scan line (5 Marks)