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CS 4600
Rasterization

Line Drawing:

        To understand the line drawing better, I first read over the slides and tried to look online for some good resources, but I just got more confused. I went over it with on paper and wrote down what the algorithm does to better understand. I tried to write code that matched it. I found a good website with example code (I didn't copy it) but it helped to understand better and fix the code that I had already written. https://www.thecrazyprogrammer.com/2017/01/bresenhams-line-drawing-algorithm-c-c.html

        I have had a lot of experience with HTML Canvas and drawing on it so I think that it helped me understand how the lines are drawn but the pixels were harder to understand. After trying to implement the code according to the sudo code and website resource I had some trial and error before I got it to work correctly. I knew that I needed to get the direction of the line of the line correct given the params and that would be crucial in making it draw correctly in general.

Circle Drawing:

        The circle is much easier to draw then the line. I really just followed the sudo code in the lecture slides and drew the pixels like it says. I didn't need any other resources to get the circle to draw.