



VIT-AP
UNIVERSITY

School: SCOPE

Semester: WIN SEM 2022-23

Subject: Computer Graphics (Lab)

Subject Code: CSE2006

Assignment 4

NAME: S.B. ASHRITH

Registration No: 20BCE7236

**** Display Your Name & Reg. No. in Output**

1. Fill a rectangle (width= 200, height= 150) with red colour using Scan Line Polygon Filling Algorithms.

```
color fill = color(255,0,0);
```

```
color border = color(0,0,0);
```

```
void setup()
```

```
{
```

```
  size(500,500);
```

```
  background(255);
```

```
  stroke(border);
```

```
  rect(50,50, 200, 150);
```

```
  scan(51,200, fill, border);
```

```
  text("S.B.ASHRITH",120,150);
```

```
  text("20BCE7236",130,160);
```

```
}
```

```
void scan(int y1, int y2, color c, color b)
```

```

{

boolean inside = false;

for (int y=y1;y<y2;y++)

{

for (int x=0;x<width;x++)

{

color k=get(x,y);

if(k==b && inside)

inside=false;

else if(k==b && !inside)

inside = true;

if(inside)

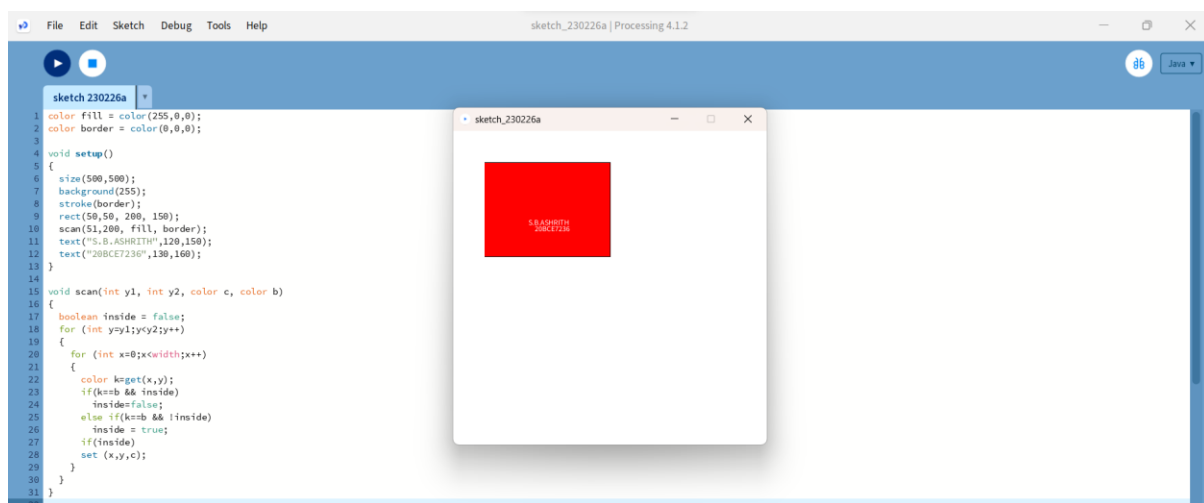
set (x,y,c);

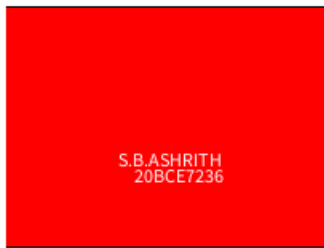
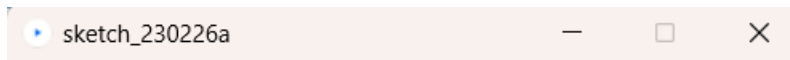
}

}

}

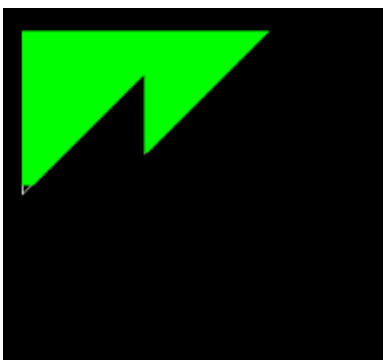
```





2. Consider a polygon of 5 vertices with coordinates [30, 30] , [30 150] , [120, 60] , [120, 120] and [210, 30]. Fill the polygon with green colour using Scan Line Polygon Filling Algorithms.

Expected Output:



```
color fill = color(0,255,0);
```

```
color border = color(255,255,255);
```

```
void setup()
```

```

{
    size(500,500);
    background(0,0,0);
    stroke(border);
    beginShape();
    vertex(30,30);
    vertex(30,150);
    vertex(120,60);
    vertex(120,120);
    vertex(210,30);
    vertex(30,30);
    endShape();
    scan(30,150, fill, border);
    text("S.B.ASHRITH",120,150);
    text("20BCE7236",130,160);
}

```

```

void scan(int y1, int y2, color c, color b)

```

```

{
    boolean inside = true;
    for (int y=y1;y<y2;y++)
    {
        for (int x=0;x<width;x++)
        {
            color k=get(x,y);
            if(k==b && !inside)
                inside=true;
            else if(k!=b && inside)
                inside = false;
            if(inside)
                set (x,y,c);
        }
    }
}

```

```
}  
  
}  
  
}
```

