Lab 10
Crow's Algorithm

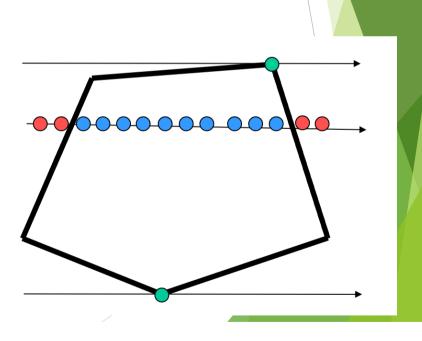# Continue with the Previous Lab

▶ Clickable 2D Grid

▶ Midpoint Line Rasterization (Switch on/ Off)

▶ Animation

▶ Crow's Algorithm + Color interpolation

  ▶ Animation:

    ▶ Highlight Active endpoints

    ▶ Pixel Rasterization

Requirement

- Do not use other libraries. Only OpenGL API (gl, glu, glut) is allowed
- Write comments in your code
- Turn in your code and demo video