

References

- (n.d.). Retrieved from <https://gist.github.com/liuerfire>
- (2011, February 12). Retrieved from <http://mcapink.blogspot.com/2011/02/why-bresenham-is-advantageous-than-dda.html>
- Advantages of bresenham's line drawing algorithm, Computer Graphics.* (n.d.). Retrieved from <http://www.expertsmind.com/>: <http://www.expertsmind.com/questions/advantages-of-bresenham%E2%80%99s-line-drawing-algorithm-3015938.aspx>
- Advantages of DDA Algorithm.* (n.d.). Retrieved from <https://sites.google.com/site/assignmentssolved/mca/semester3/mc0072/2>
- Agarwal, A. (n.d.). Retrieved from <https://www.geeksforgeeks.org/boundary-fill-algorithm/>
- Carter, T. (2014). *The Bresenham Line Algorithm*. Retrieved from <http://graphics.idav.ucdavis.edu/education/GraphicsNotes/Bresenhams-Algorithm.pdf>
- Drishti Bhalla. (2016, June 21). Retrieved from https://www.slideshare.net/drishtibhalla/mid-point-line-algorithm?from_action=save
- Hemmendinger, D. (n.d.). Retrieved from <https://www.britannica.com/topic/computer-graphics/Shading-and-texturing>
- Kriegl, A. (2003, 07 23). Retrieved from <https://www.mat.univie.ac.at/~kriegl/Skripten/CG/node25.html>
- Line Generation Algorithm.* (n.d.). Retrieved from www.tutorialspoint.com: https://www.tutorialspoint.com/computer_graphics/line_generation_algorithm.htm
- mittal, n. (n.d.). Retrieved from <https://www.geeksforgeeks.org/bresenhams-line-generation-algorithm/>
- nowke. (n.d.). 1_bresenham_line. Retrieved from https://github.com/nowke/cg_lab/tree/master/1_bresenham_line
- OpenGL and GLUT examples. (n.d.). Retrieved from <https://github.com/sprintr/opengl-examples>
- Pradhan, S. (n.d.). Retrieved from <https://www.geeksforgeeks.org/dda-line-generation-algorithm-computer-graphics/>
- TutorialsPoint. (n.d.). Retrieved from [tutorialspoint.com](http://www.tutorialspoint.com): https://www.tutorialspoint.com/computer_graphics/polygon_filling_algorithm.htm
- University, C. (n.d.). Retrieved from <https://www.graphics.cornell.edu/about/what-computer-graphics>