

## Problems for Lab 6

### Objectives :

1. To understand the faster rasterisation by avoiding floating point operation
  2. To observe special cases of straight lines drawn with less aliasing and also when more aliasing occurs
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1. Implement DDA algorithm for drawing straight line and observe how the lines are drawn when the slope is close to 0, and also when close to infinity
  2. Implement Midpoint line drawing algorithm and display one line segment in each of the eight octants