Simple Fill
Due: March 16, 2020 on myCourses by 23:55

Today's lab will explore creating programs that fill simple shapes. As a bonus, you can try to implement the general fill algorithm. You will need your code from Lab 6.

Simple Fill Algorithm

Using code from Lab 6 that draws a triangle on the screen, write a TASM program that fills the triangle with a solid color. Implement a subroutine called FILL that is given the fill_color, edge_color and a starting point within the shape, and then fills the shape with that fill_color up to the edge_color. This should work for any simple triangle of any size. See the lecture notes for the basic algorithm. Your algorithm will assume the user gave then a correct starting point.

- Call your program lab7.asm

Bonus Question

Optional: This is not for points; it is for bragging. Upgrade your simple fill algorithm to a general fill algorithm using one of the two methods shown in class: recursion or iterative stack.

- Call your program lab6b.asm

HAVE FUN!

WHAT TO HAND IN

- Part 1
  - Submit lab6.asm. The TA will run it from their account. Your program must be commented and use code from lab6.
- Bonus (optional)
  - Submit lab6b.asm. The TA will run it from their account. Your program must be commented and use code from lab6.

- You may zip everything into a single file if myCourses gives you problems uploading. Call that file lab6.zip.

HOW IT WILL BE GRADED

This lab is worth 20 points:

- Part 1 . . . . . 20 points for a working fill algorithm