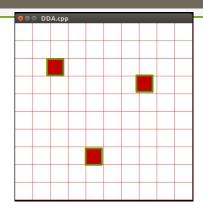


Fill the triangle



- 1. Triangle rasterization process:
 - Click on 3 vertices on your 2D Grid to form a triangle
 - Draw the three vertices with red color (10%)
 - Draw the line which connected to vertices (20%)
 - Use Half space test to check if a cell is in the triangle (50%)
 - Draw/Fill the cells which are in the triangle
- 2. Restart the triangle rasterization process:
 - When the user click on the 4th vertex, all the previous drawn cells will be erased, and the above triangle rasterization process will restart (10%)
- Finish all function in Lab class get extra 10 points
 - Submit your code, pdf, demo video before 5/18 midnight