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Fill the triangle

1. Polygon rasterization process:
 - Click on 3 or more vertices on your 2D Grid to form a polygon
 - Draw the vertices with red color
 - Draw the line which connected to vertices
 - Use Jordan curve theorem to check if a cell is in the polygon, Draw/Fill the cells if it's inside
 - If works for only triangles (30%)
 - If works for only convex(凸) polygons (30%)
 - If works for all polygons (including concav(凹)) (20%)
2. Provide a popup submenu (20%)
 - to start/reset the rasterization process
 - Select start: start to fill the polygon
 - Select reset: clean all pixels, restart the above process
 - Finish all function in Lab class get extra 10 points
 - Submit your code, pdf, demo video before 5/25 midnight

Do not use other library/tools

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