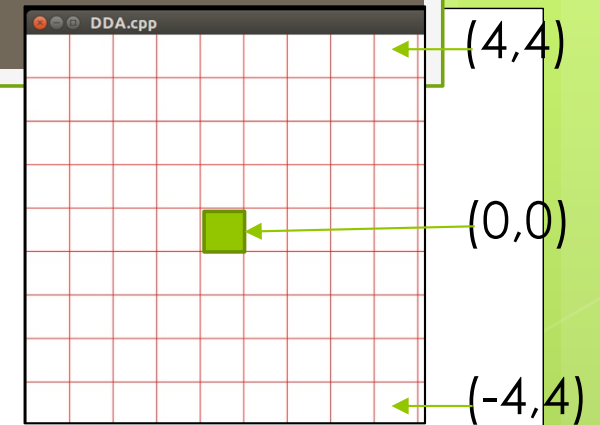


The background of the slide features a pattern of overlapping green hexagons of varying shades, creating a textured effect. In the top right corner, there is a solid brown rectangular area.

Rasterization

2021/05/04

Continue to use the 2D Grid



- Provide a popup menu to select from
 - (E.g. 9x9 or 25x25 or 85x85 cells ; at least 3 sizes)
 - Draw/Fill the center cell
 - It would be the origin (0,0)
- Select the two end points of a line
 - Each cell should be clickable
 - Draw the cell if you clicked on it
 - If you clicked on more than two cells:
 - Use the last two cells you selected to drawn a line

Midpoint algorithm

Task1: The two cells (e.g, cell A and B)you selected are the end points of a line

- Once two cells are selected, use midpoint algorithm to calculate the pixels you should draw
- print out the following information:
 - The coordinates of the two endpoints A and B (the one which selected first will be the starting point. i.e. cell A)
 - Which region this case belong to? (total 8 regions)
 - The coordinate (x, y) of all the cells on the line
- Draw/fill all the cells on the grid

Task2: If you already have two cells selected (cell A and Cell B), and the line is drawn (line AB)

- Once you click on another cell C, you should undrawn/erase the current line AB and repeat task1 using the new pair of endpoints B and C to draw a line (line BC)

<Grading>

- Task1: Considering all regions
 - First 2 region for 30%, the rest regions total 20%
- Task2: 20%
- Submit your source code, demo videos and pdf document (10%)
 - In your demo video:
 - Screen record of using your program
 - In your pdf file:
 - Explain how you calculate all regions.
 - Put some sample results
- Deadline: 5/10 midnight