

Assignment 4: Drawing figures and colouring

- 1) Implement boundary filling algorithm and scan line filling algorithm by taking arbitrary polygon as an input. The input polygon will be drawn using a mouse on the simulated screen space like line drawing.
- 2) Draw the following figure and letter. You may consider both of them as polygons, and can use a mouse or keyboard to input the endpoints of the polygons. However, you need to save the endpoints in files so that the figure and letter can be reproduced later. Using the drawn figure
 - a) Fill the figure and letter using a scan-line polygon fill algorithm.
 - b) Can you use OpenGL tools to do the same?



