Assignment 2 for csci580

Your assignment is to produce a working scan converter based on the files you're given below. The API calls in rend.cpp *must* be provided just as they are outlined. Remember to interpolate Z and do Z-buffer testing on each pixel write to the Display.

*** Changes in the API are not allowed ***

Your application may include additional calls to the renderer that provide extensions to the required API functionality, but the standard application must still work without modification.

Your renderer **will link in your display code from HW1**. If your display code is not yet correct, you'll have to complete it since you need it now.

There are several other files there that may be useful.

- Gz.h : Global definitions
- Application2.cpp : new application that calls for your rend.cpp functions
- rend.cpp : new skeleton file with API definition and comments
- pot4.screen.asc : the Utah teapot triangle data transformed for scan conversion
- pot4.ppm : the result of running "app2 <pot4.screen.asc >pot4.ppm"

The result images are made into a 256x256 window to save disk space.
Do not change the resolution/size of your display image since the transformation is precomputed for that size.

NOTE - your background color may be different than mine. That's not important. It's not part of the API. (...although it could be, right?)