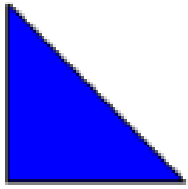


Lab 3:

2D Object Coloring with OpenGL using coloring algorithms such as Boundary fill, flood fill, scan line algorithms



Right-Isos triangle



Equi. triangle



Rectangle



Square



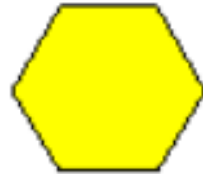
Circle



Ellipse



Regular pentagon



Regular hexagon



Arrow



Star



Plus



Minus



Multiplication



Division