#include<stdio.h>

#include<GL/glut.h>

float x1,x2,x3,x4,y1,y2,y3,y4;

**void edgedetect(float x1,float y1,float x2,float y2,int \*le,int \*re)**

**{**

float mx,x,temp;

int i;

if((y2-y1)<0)

{

temp=y1;y1=y2;y2=temp;

temp=x1;x1=x2;x2=temp;

}

if((y2-y1)!=0)

mx=(x2-x1)/(y2-y1);

else

mx=x2-x1;

x=x1;

for(i=y1;i<=y2;i++)

{

if(x<(float)le[i])

le[i]=(int)x;

if(x>(float)re[i])

re[i]=(int)x;

x+=mx;

}

**}**

**void draw\_pixel(int x,int y)**

**{**

glColor3f(0.0,1.0,1.0);

glBegin(GL\_POINTS);

glVertex2i(x,y);

glEnd();

**}**

**void scanfill(float x1,float y1,float x2,float y2,float x3,float y3,float x4,float y4)**

**{**

int le[500],re[500];

int i,y;

for(i=0;i<500;i++)

{

le[i]=500;

re[i]=0;

}

edgedetect(x1,y1,x2,y2,le,re);

edgedetect(x2,y2,x3,y3,le,re);

edgedetect(x3,y3,x4,y4,le,re);

edgedetect(x4,y4,x1,y1,le,re);

for(y=0;y<500;y++)

{

if(le[y]<=re[y])

for(i=(int)le[y];i<(int)re[y];i++)

draw\_pixel(i,y);

}

**}**

**void display()**

**{**

x1=200.0;y1=200.0;x2=100.0;y2=300.0;x3=200.0;

y3=400.0;x4=300.0;y4=300.0;

glClear(GL\_COLOR\_BUFFER\_BIT);

glColor3f(0.0,0.0,1.0);

glBegin(GL\_LINE\_LOOP);

glVertex2f(x1,y1);

glVertex2f(x2,y2);

glVertex2f(x3,y3);

glVertex2f(x4,y4);

glEnd();

scanfill(x1,y1,x2,y2,x3,y3,x4,y4);

glFlush();

**}**

**void myinit()**

**{**

glClearColor(1.0,1.0,1.0,1.0);

glColor3f(1.0,0.0,0.0);

glPointSize(1.0);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

gluOrtho2D(0.0,499.0,0.0,499.0);

**}**

**void main(int argc,char\*\* argv)**

**{**

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_SINGLE | GLUT\_RGB);

glutInitWindowSize(500,500);

glutInitWindowPosition(0,0);

glutCreateWindow("Scan line area filling algorithm");

glutDisplayFunc(display);

myinit();

glutMainLoop();

**}**