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LECTURE 8: LINE DRAWING

EXERCISES

1. Would you use Bresenham's algorithm to draw a line from 100,100 to 200,200? What would you do instead?

2. (Hard) What is special about lines of slope 25.56°? Write a customised line drawing routine for this case.

3. How would you draw a 3-pixel wide line? Does your solution keep the thickness really constant for all possible slopes?