

## Exercise #4 in Computer Graphics

**Due: 4/11/02**

1. 3.13
2. 3.22
3. 3.23
4. 3.24
5. Design an algorithm for drawing a lines, whose slope is between 0 and 1. If the line passes between two pixel, the intensity of these two adjacent pixels should be proportional to the vertical distance to the line. The algorithm should be efficient, and should used multiplication and division operations as little as possible.
6. 6.9
7. 6.15
8. 6.17
9. 13.6