Homework 3, CS476, Fall 2009, McCoy

Problem: You are to write a triangle filling algorithm. The only graphics call(other than setColor) you are allowed to use for filling triangles is page.drawLine(x1,y1,x2,y2).

Notes:
1) Your code should replace the call to page.fillPolygon.
2) You should test your algorithm thoroughly (especially for
   slivers).   Fill at least 5 triangles.
3) Remember your world coordinates are 1st quadrant, your screen coordinates are 4th quadrant.
3) You should submit your source code to jyan in the usual way.
4) This assignment is worth 60 points.
5) It is due Oct 13, 2009.

        Just for fun draw a cartoon of some sort. For example, test the sliver routine by drawing whiskers. You may use a circle routine to make your cartoon more interesting. Note that the page.fillPolygon algorithm appears to be flawed.