







## C++

p1

```

#include <conio.h>
#include <iostream>
#include <graphics.h>
#include <stdlib.h>
using namespace std; class point
{
public:
int x,y;
}; class poly
{
private: point p[20];
int inter[20],x,y;
int v,xmin,ymin,xmax,ymax;
public:
int c; void read(); void calcs(); void display(); voidints(float); void sort(int);
}; void poly::read()
{
int i; cout<<"\n Scan Fill Algorithm "; cout<<"\n EnterNumber Of Vertices Of
Polygon: "; cin>>v;
if(v>2)
{
for(i=0;i<v; i++) //ACCEPT THE VERTICES
{
cout<<"\nEnter co-ordinate no. "<<i+1<<" : ";cout<<"\n\tx"<<(i+1)<<"="; cin>>p[i].x;
cout<<"\n\ty"<<(i+1)<<"="; cin>>p[i].y;
}
p[i].x=p[0].x;
p[i].y=p[0].y; xmin=xmax=p[0].x;
ymin=ymax=p[0].y;
}
else
cout<<"\n Enter valid no. of vertices.";
}void poly::calcs()
{for(int i=0;i<v;i++)
{ if(xmin>p[i].x) xmin=p[i].x;
if(xmax<p[i].x) xmax=p[i].x;
if(ymin>p[i].y)
ymin=p[i].y;
if(ymax<p[i].y)
ymax=p[i].y;}} void poly::display()
{ int ch1;
char ch='y';
float s,s2;
do
{ cout<<"\n\nMENU:"; cout<<"\n\n\t1 . Scan line Fill "; cout<<"\n\n\t2 . Exit ";
cout<<"\n\nEnter your choice:"; cin>>ch1; switch(ch1)

```

