**Scan Converting a Point**

Each pixel on the graphics display does not represent a mathematical point. Instead, it means a region which theoretically can contain an infinite number of points. Scan-Converting a point involves illuminating the pixel that contains the point.

**Example:** Display coordinates points as shown in fig would both be represented by pixel (2, 1). In general, a point p (x, y) is represented by the integer part of x & the integer part of y that is pixels [(INT (x), INT (y).

