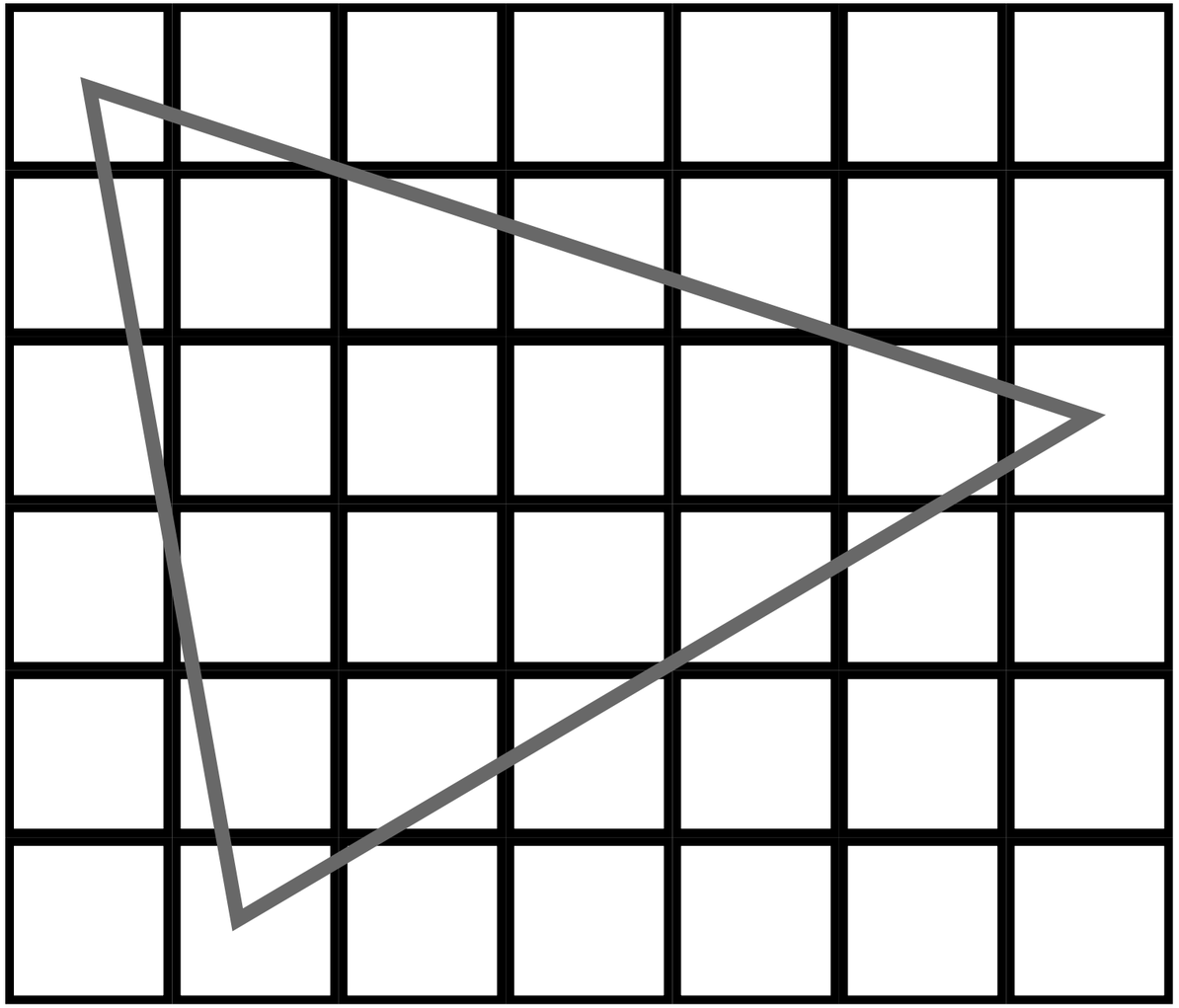
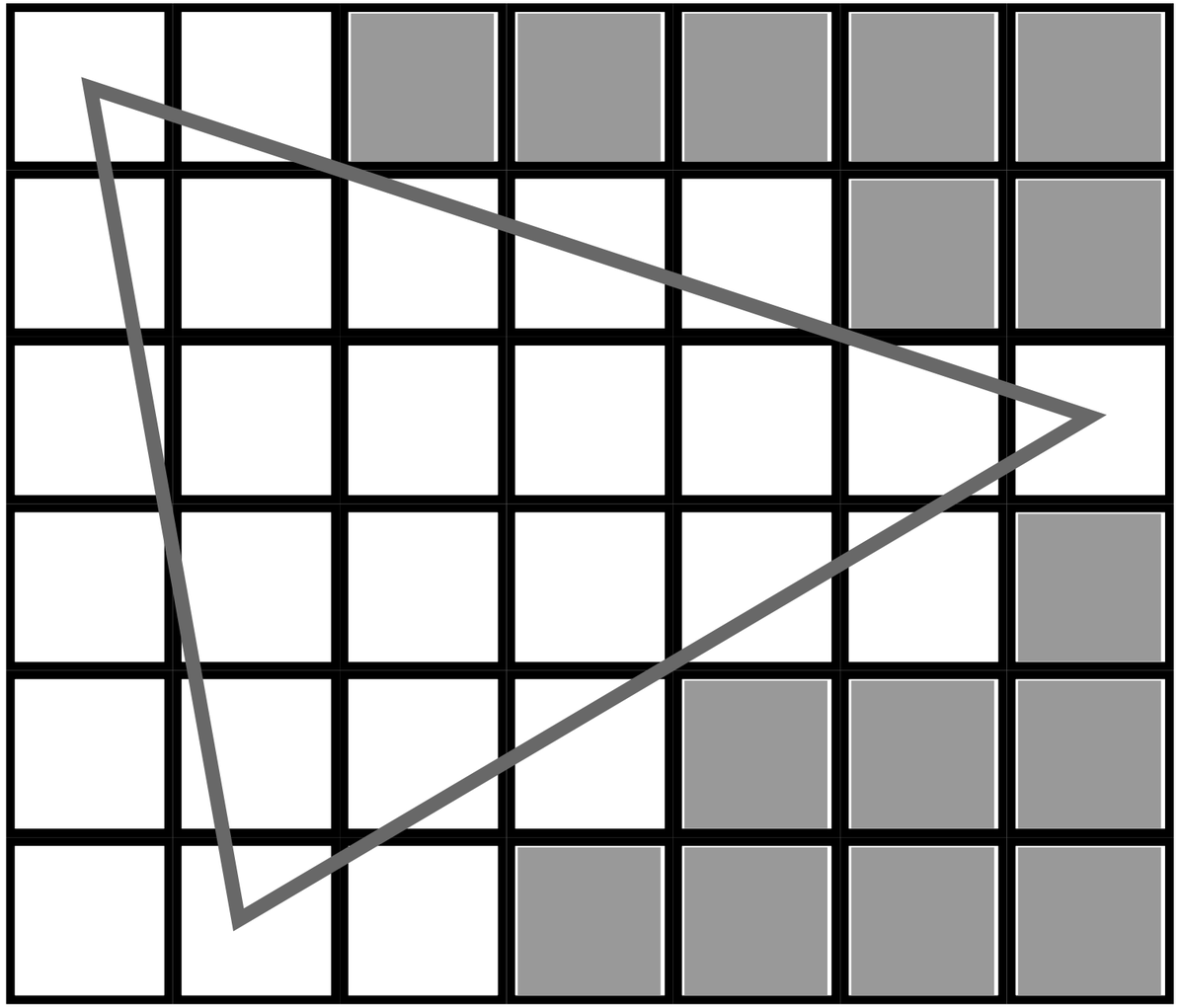


a) All pixels in the rectangle have to be traversed.



b) Using the speed up technique, many pixels can be skipped (filled).