

# CSC 240

# Computer Graphics

Sara Mathieson  
Fall 2016  
Smith College

# Outline: 9/19

**HW 1** due Tuesday  
by midnight **(tomorrow)**

- Review Lab 1

- Polygons

Admin: Office Hours

**Monday 4-5pm (Ford 015)**

**Tuesday 4-5pm (Ford 015)**

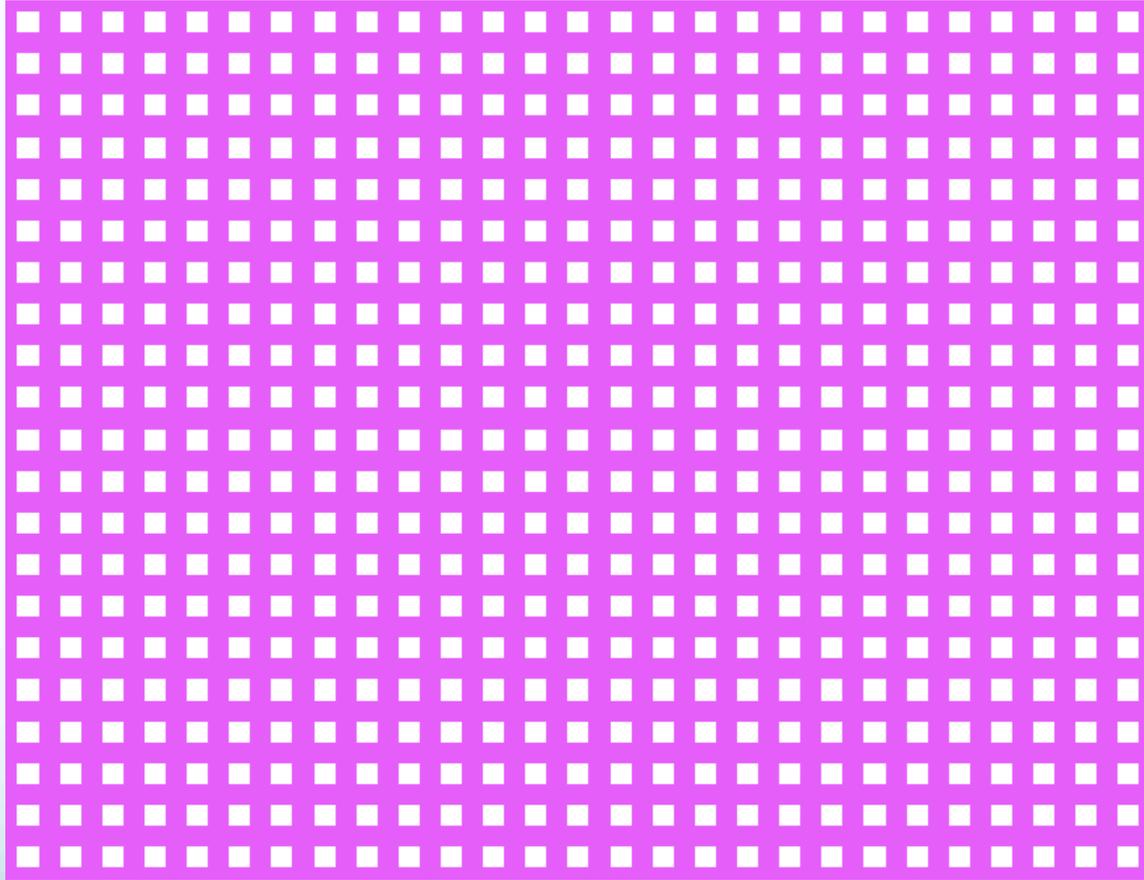
**TA hours Sun-Tues:  
7:30-9:30pm (241 Ford)**

# By the end of the week...

- Use your line algorithm to draw polygons.
- Draw a regular polygon given its center and side length.
- Fill a convex polygon using two different algorithms.

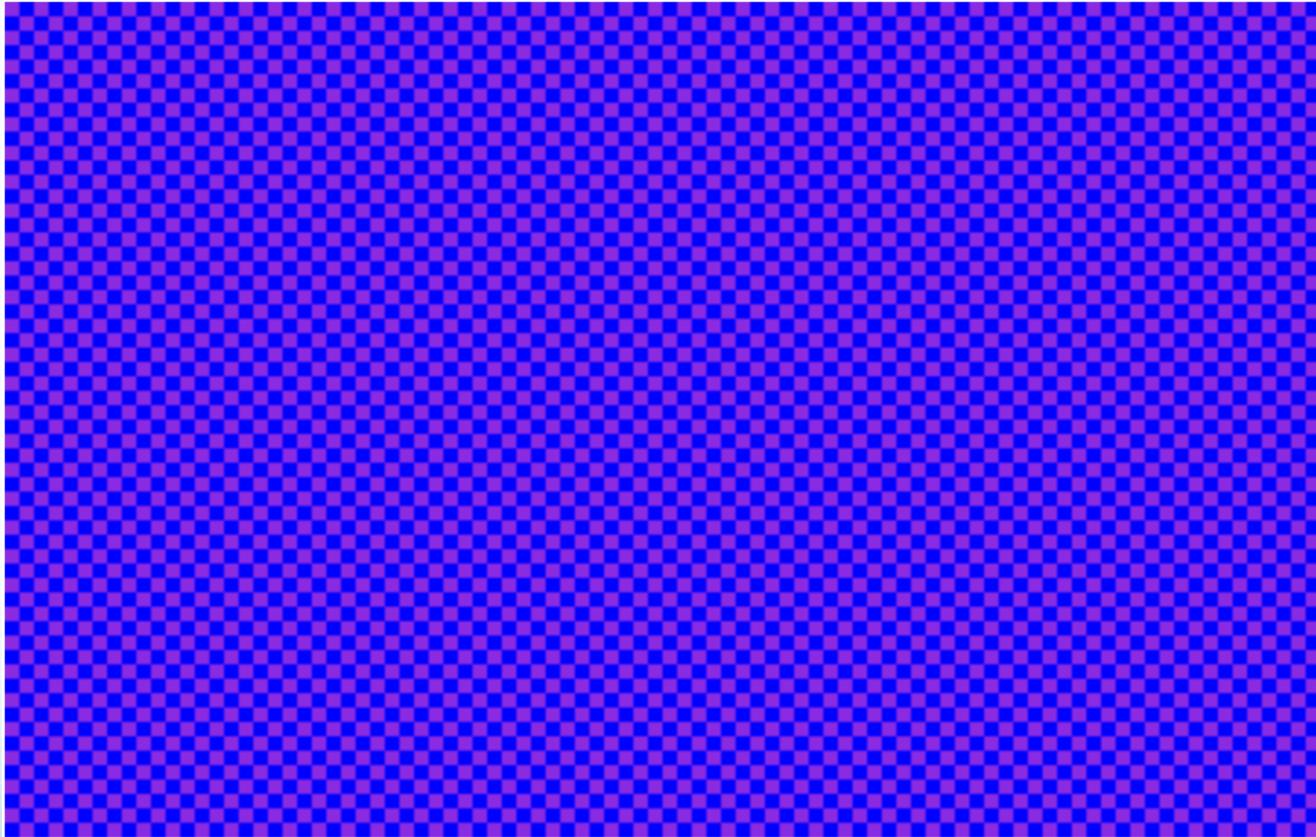
# Review Lab 1

# Checkerboard Examples



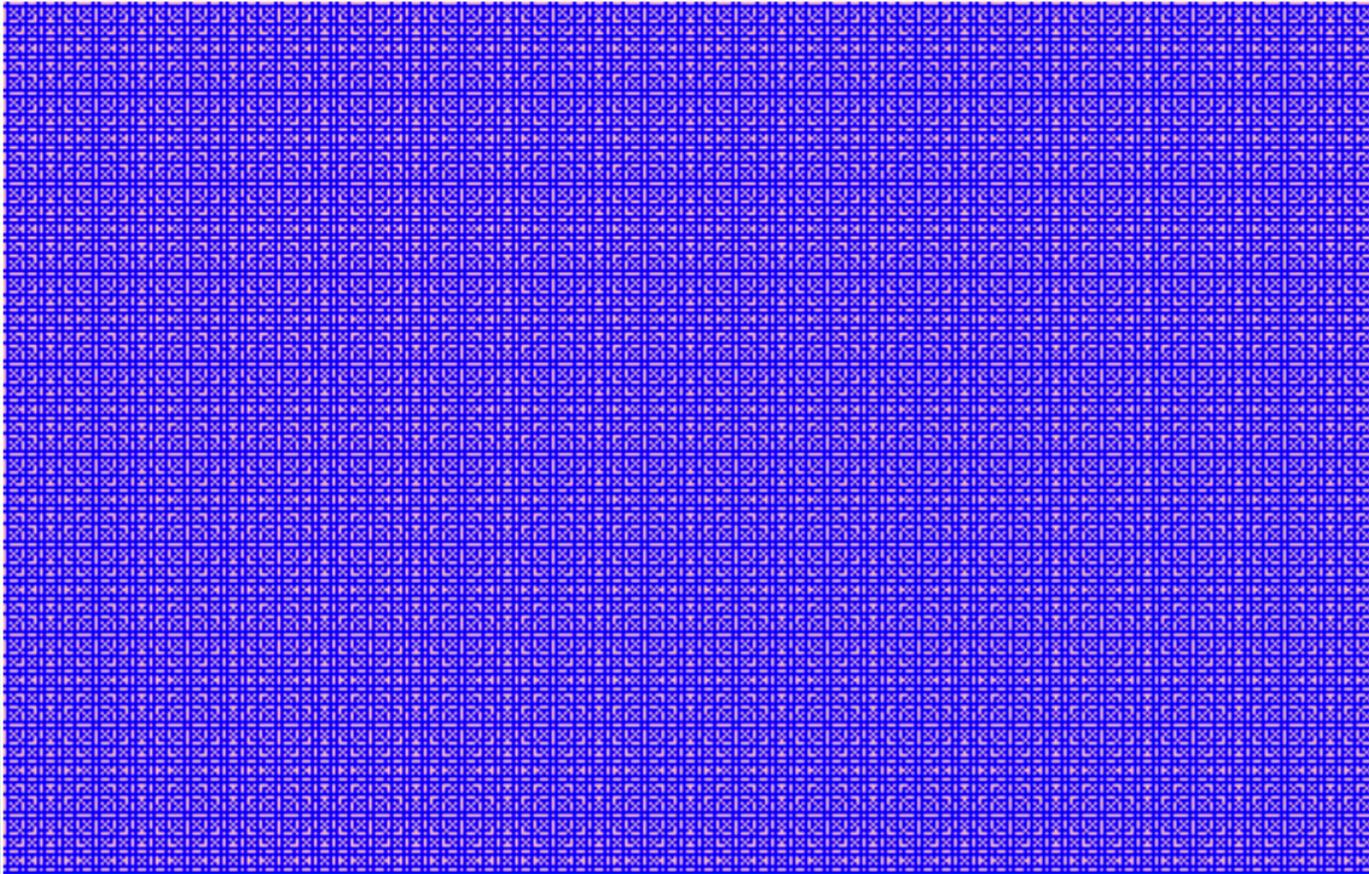
Ji Young

# Checkerboard Examples



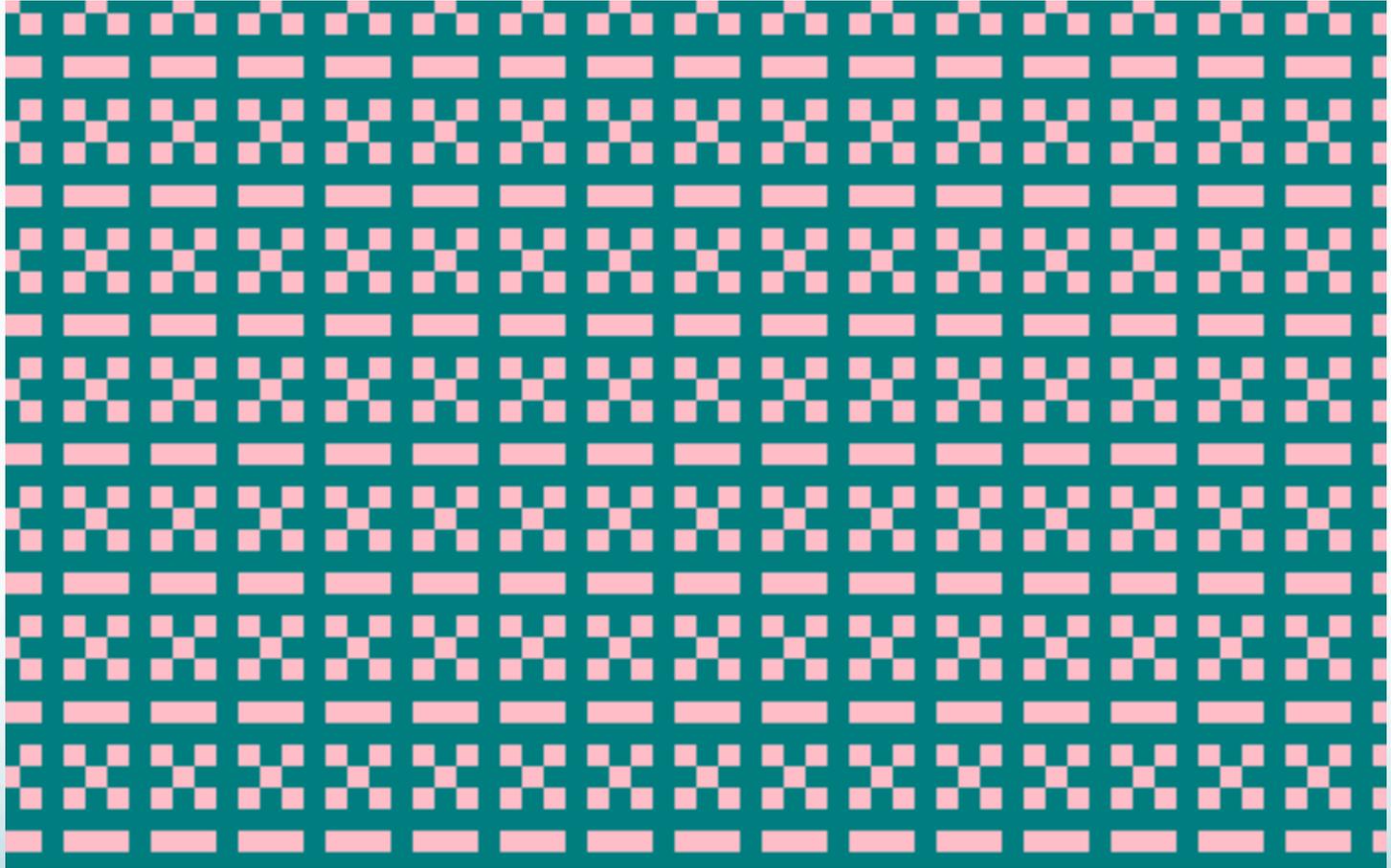
Alex and Miriam

# Checkerboard Examples



Amyrah

# Checkerboard Examples



Lynn

# Lab 1: Example Solution

JavaScript

```
function draw() {  
    // draw on the canvas, using the graphics context  
  
    for (var x = 0; x < canvas.width; x++) {  
        for (var y = 0; y < canvas.height; y++) {  
            var color = pixColor(x,y);  
            graphics.fillStyle = color;  
            graphics.fillRect(x,y,1,1);  
        }  
    }  
}
```

# Lab 1: Example Solution

JavaScript

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Python

```
def draw():  
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    for x in range(canvas.width):  
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            color = pixColor(x,y)  
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    }  
}
```

x += 1  
x = x + 1

Python

```
def draw():  
    # draw on the canvas, using the graphics context  
  
    for x in range(canvas.width):  
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# Lab 1: Example Solution

JavaScript

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}
```

Use “var” every time you create a new variable.

Python

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            color = pixColor(x,y)  
            graphics.fillStyle = color  
            graphics.fillRect(x,y,1,1)
```

# Lab 1: Example Solution

## JavaScript

```
var squareSize = 10;

function pixColor(x,y) {
  if (x % (squareSize*2) >= squareSize && y % (squareSize*2) >= squareSize) {
    return "white";
  } else {
    return "purple";
  }
}
```

# Lab 1: Example Solution

## JavaScript

```
var squareSize = 10;

function pixColor(x,y) {
  if (x % (squareSize*2) >= squareSize && y % (squareSize*2) >= squareSize) {
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## Python

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squareSize = 10

def pixColor(x,y):
  if (x % squareSize*2 >= squareSize) and (y % squareSize*2 >= squareSize):
    return "white"
  else:
    return "purple"
```

# JavaScript Math

- **Math.round(2.8)** // returns 3
- **Math.min(70,50)** // returns 50
- **Math.max(70,50)** // returns 70
- **Math.random()** // returns a number between 0 and 1
- **Math.sin(x), Math.cos(x), Math.tan(x)**
- **Math.pow(4,2)** //  $4^2$ , returns 16
- **Math.sqrt(16)** // returns 4

# Recap Slope

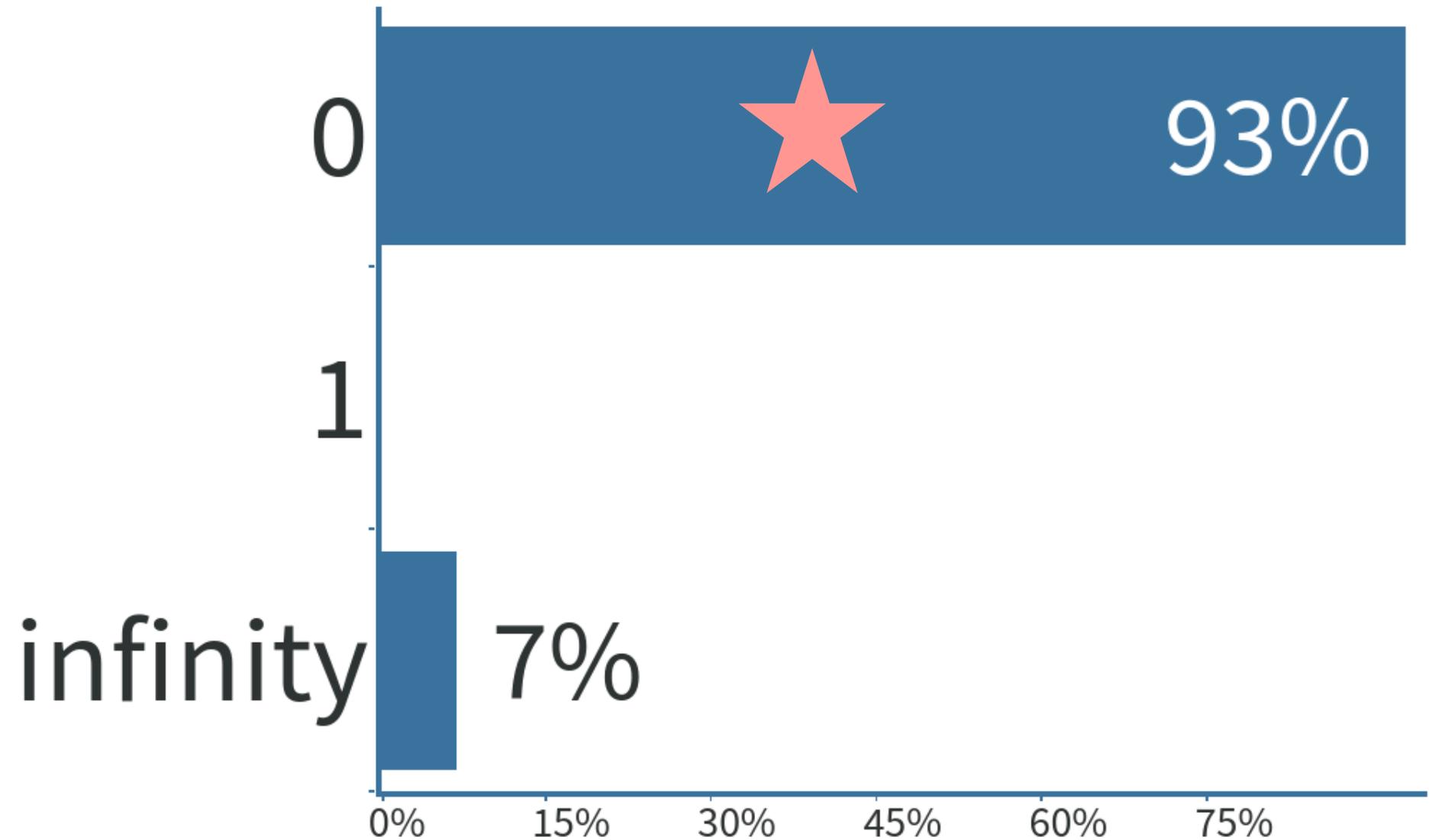
# What is the slope of a line with endpoints (50,30) and (70,30)?



When poll is active, respond at [Pollev.com/saramathieso692](https://Pollev.com/saramathieso692)



Text **SARAMATHIESO692** to **22333** once to join



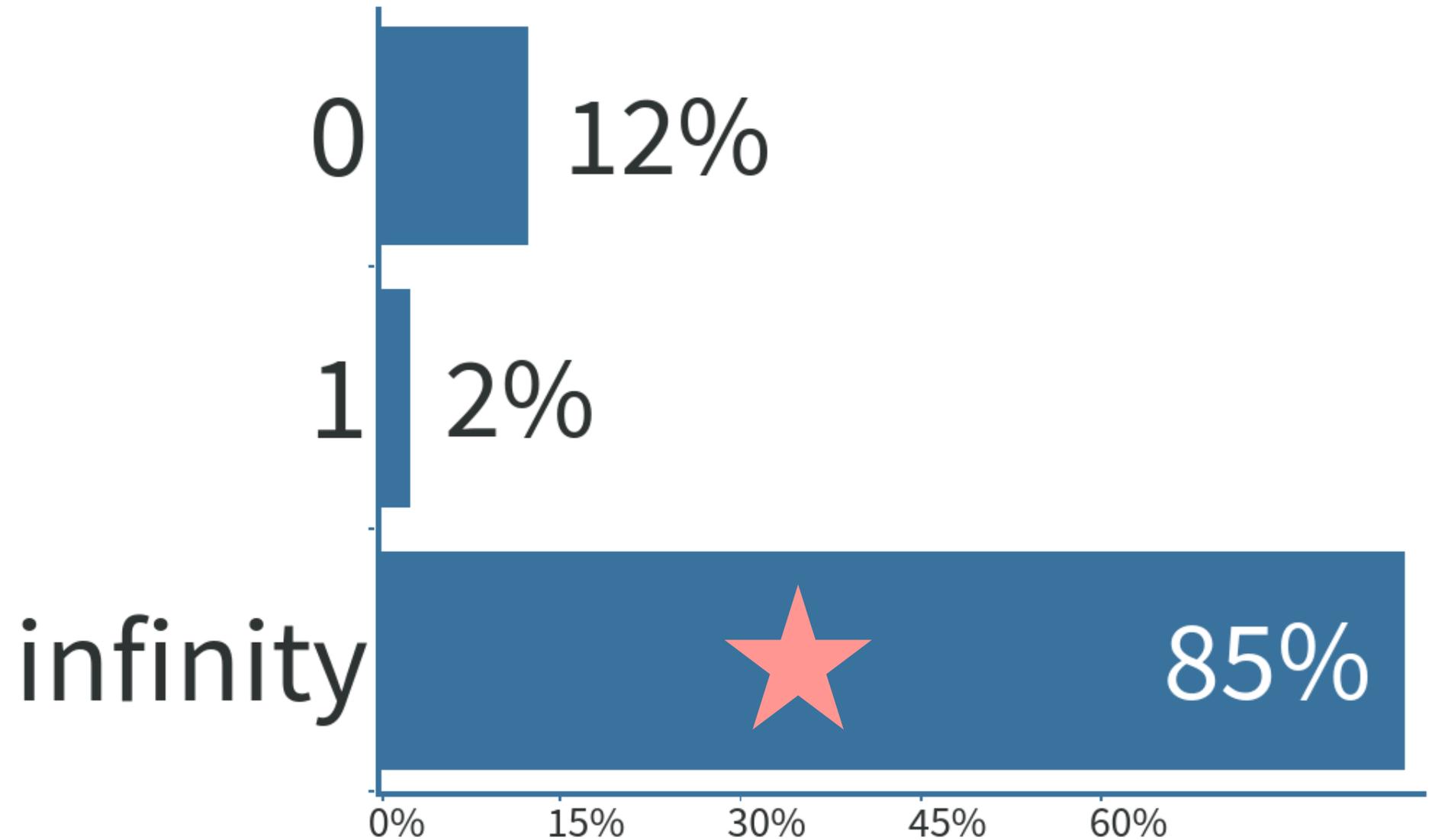
# What is the slope of a line with endpoints (50,30) and (50,70)?



When poll is active, respond at [Pollev.com/saramathieso692](https://Pollev.com/saramathieso692)



Text **SARAMATHIESO692** to **22333** once to join



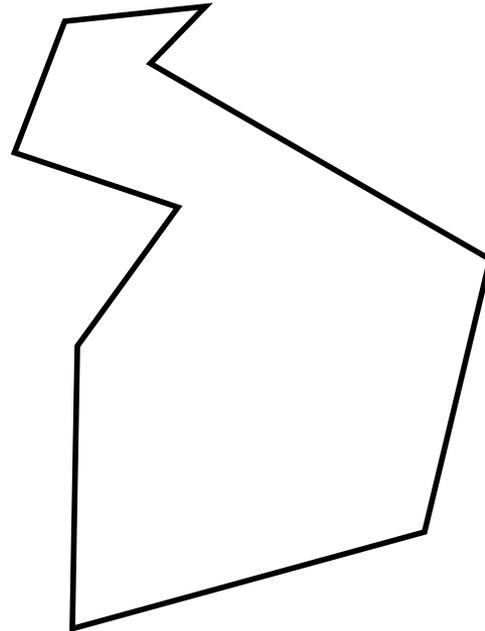
# Polygons

# Polygon Definition:

A chain of line segments that forms a closed loop

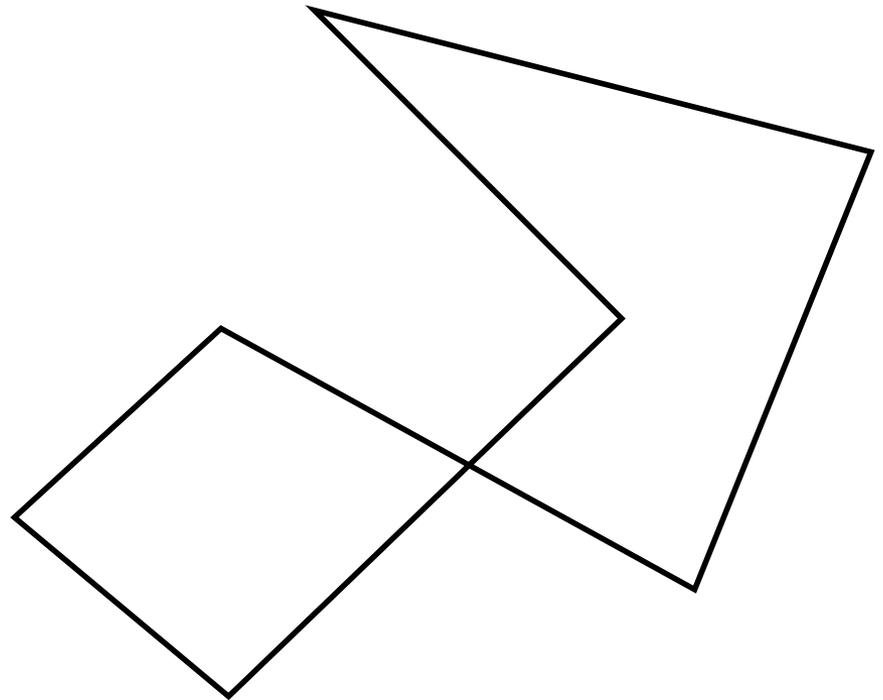
# *Simple* Polygon

- no self intersections



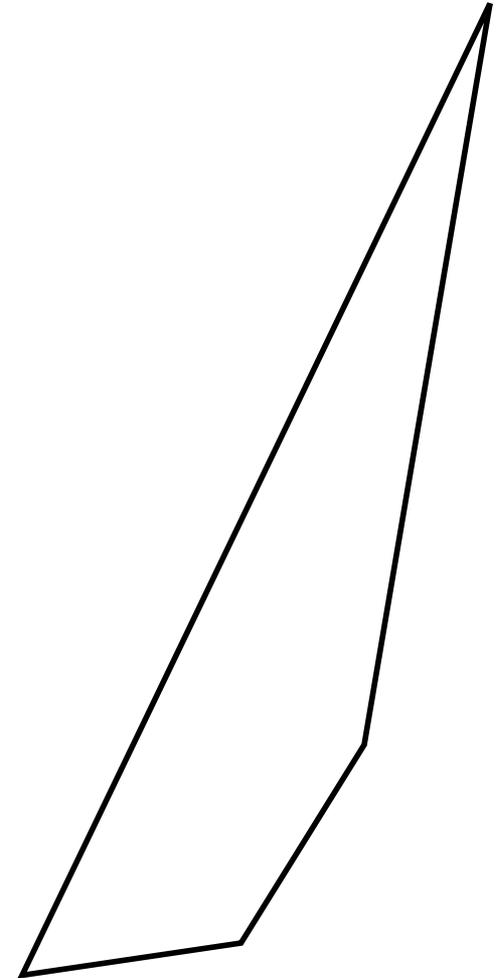
# *Complex Polygon*

- self intersections



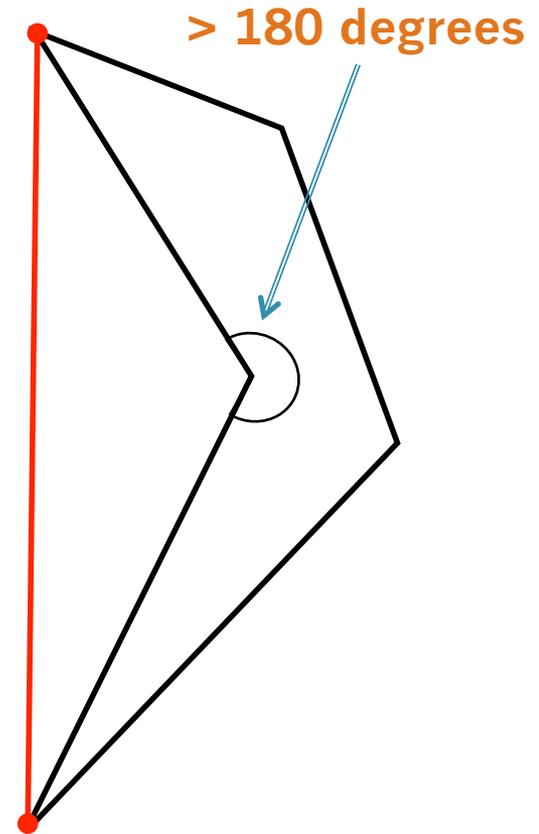
# Convex Polygon

- Every internal angle is less than or equal to 180 degrees.
- (all vertices point outward)
- Every line segment between two vertices remains inside or on the boundary of the polygon.
- (no dents)



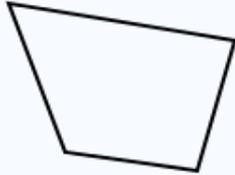
# Concave Polygon

- There exist an internal angle is greater than 180 degrees.
- (at least one vertex points inward)
- There exists at least one line segment between two vertices that exits the boundary of the polygon.
- There is a “dent” or “cave”

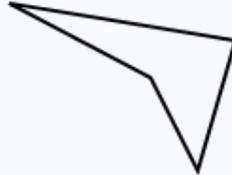


# More polygons

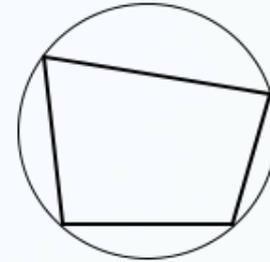
**Simple**



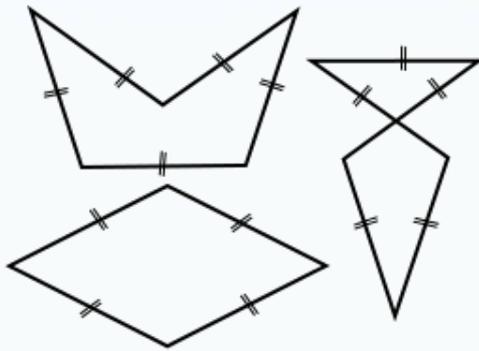
**Convex**



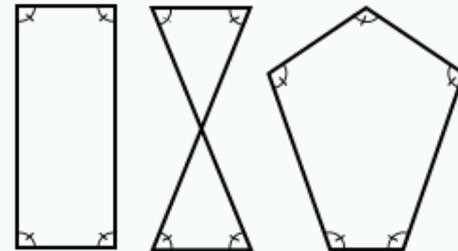
**Concave**



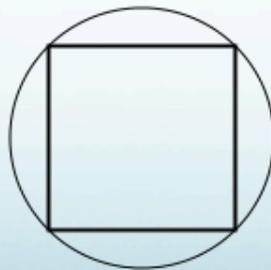
**Cyclic**



**Equilateral**



**Equiangular**



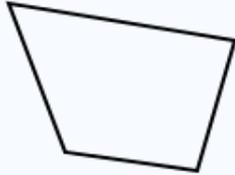
**Regular convex**



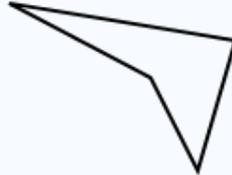
**Regular star**

# More polygons

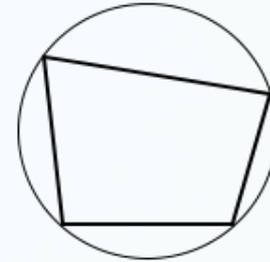
**Simple**



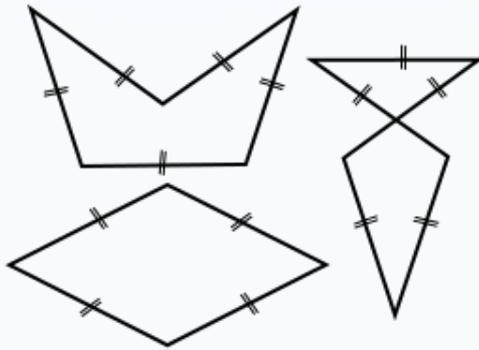
**Convex**



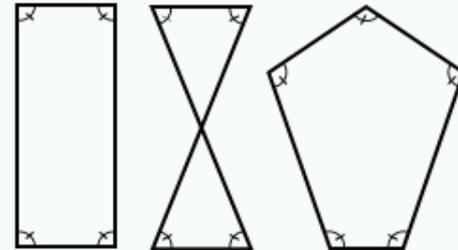
**Concave**



**Cyclic**

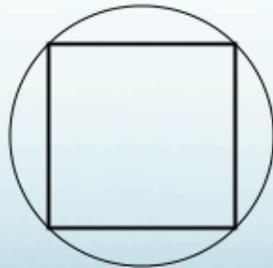


**Equilateral**



**Equiangular**

**TODAY**



**Regular convex**



**Regular star**

# Regular Polygon Algorithm

Poll Everywhere