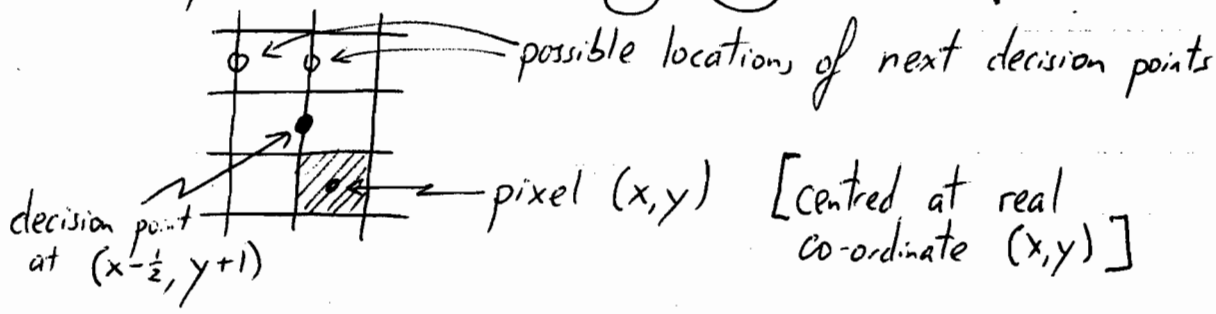
2000

(a) use the midpoint circle drawing algorithm p13q4



given a turned on pixel (x,y), the next pixel up will either be $(x-1, y+1)$ or $(x, y+1)$. To decide which evaluate the decision variable at $(x-\frac{1}{2}, y+1)$.

$$d = (x-\tfrac{1}{2})^2 + (y+1)^2 - r^2$$

if $d > 0$ then move NW to $(x-1, y+1)$
and $d' = (x-\frac{3}{2})^2 + (y+2)^2 - r^2$
$= d - 2x + 2y + 5$

if $d \leq 0$ then move N to $(x, y+1)$
and $d' = (x-\frac{1}{2})^2 + (y+2)^2 - r^2$
$= d + 2y + 3$

starting condition is: $x = r$ (an integer)
$y = 0$

end condition is: $y > x$

Overall algorithm

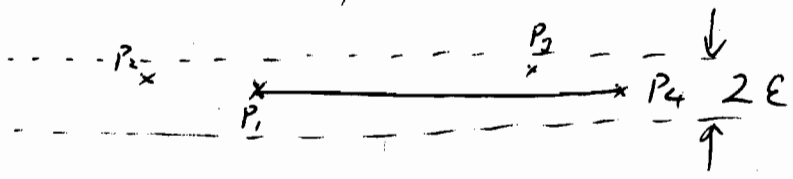
radius is sole parameter

```
function drawFirstOctant (r) {
    x = r
    y = 0
    d = (x - 0.5)^2 + (y + 1)^2 - r^2
    ~~drawPixel (x, y)~~
    ~~repeat {~~
    ~~#~~ while (x ≥ y) {
      drawPixel (x, y)
      if (d > 0)
      then {
        d = d - 2x + 2y + 5
        x = x - 1
        y = y - 1
      }
      else {
        d = d + 2y + 3
        y = y - 1
      }
    }
}
```

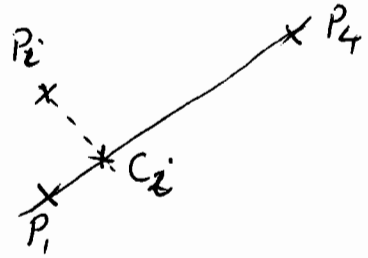
(b) translate to origin, rotate by θ, translate back

$$\begin{bmatrix} 1 & 0 & x_c \\ 0 & 1 & y_c \\ 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} \cos\theta & \sin\theta & 0 \\ -\sin\theta & \cos\theta & 0 \\ 0 & 0 & 1 \end{bmatrix} \times \begin{bmatrix} 1 & 0 & -x_c \\ 0 & 1 & -y_c \\ 0 & 0 & 1 \end{bmatrix}$$

(c) test the two middle control points to see if they lie within the tolerance, ε, of the straight line. If so, return true, else return false. you also must provide a check that they lie between the end points rather than like this:



So: the test for one point is this



[A] $C_i = (1-t_i)P_1 + t_i P_4$

[B] $(P_i - C_i) \cdot (P_4 - P_1) = 0$

Solving [B] for t_i provides us with a value for t_i and hence for C_i in [A]

Return true if and only if:

$0 \le t_2 \le 1$ and $|P_2 - C_2| \le \varepsilon$
and $0 \le t_3 \le 1$ and $|P_3 - C_3| \le \varepsilon$