CS F402

Computational Geometry BITS Pilani, Hyderabad Campus Assignment -2

Due Date: 22nd March 2018 (by Midnight) Total Marks: 24 (weightage: 12%)

Objective: In this assignment, you have to implement all the components required to triangulate a simple polygon as discussed in class. **The code should be written such that it provides an API for others to interact with your code.** Design your code properly and add it to the convex hull algorithm code. It will be good if you write your code in C++. If you want to use any other programming language then discuss with I/C. The code should be well documented, commented, and indented.

The three algorithms you have to implement for triangulation of a simple polygon are:

1> DCEL data structure to store polygon partitioning.	[6]
2> Partitioning a polygon into y-monotone polygons.	[6]
3> Triangulate each y-monotone polygon.	[6]

As part of the Documentation you will: [2+4]

- 1. Use software called Doxygen to document your API.
- 2. HTML pages to document the test results of your implementation of each algorithm. Make sure that you have used many data sets and data sets with large/ complicated looking simple polygons. Comment on degeneracy and robustness issues you might encounter.

General Instructions:

- 1. This assignment will be done in groups of max three students.
- 2. You need to submit your working code and HTML pages in zip file by the deadline.
- 3. The name of the file should be **id1_CGeom_A2.zip**.
- 4. The zip file should be mailed to the TA and CC it to IC <u>rayt@hyderabad.bits-pilani.ac.in</u> by deadline.
- 5. You can discuss with your friends but refrain from copying the code and submitting. Also please do not use code downloaded from internet.
- 6. You have to demo the code to the instructor on a scheduled date and timing after submission. It is important to attend the demo, as absence from demo will amount to no credit for the assignment.
- 7. Your code will be run through a plagiarism tool and if significant amount of overlap occurs then all the similar codes will get zero credit.