Divide-And-Conquer – Convex Hull

**Purpose**

This lab was designed to teach you how to use the divide and conquer problem solving paradigm to solve a fundamental problem from computational geometry.

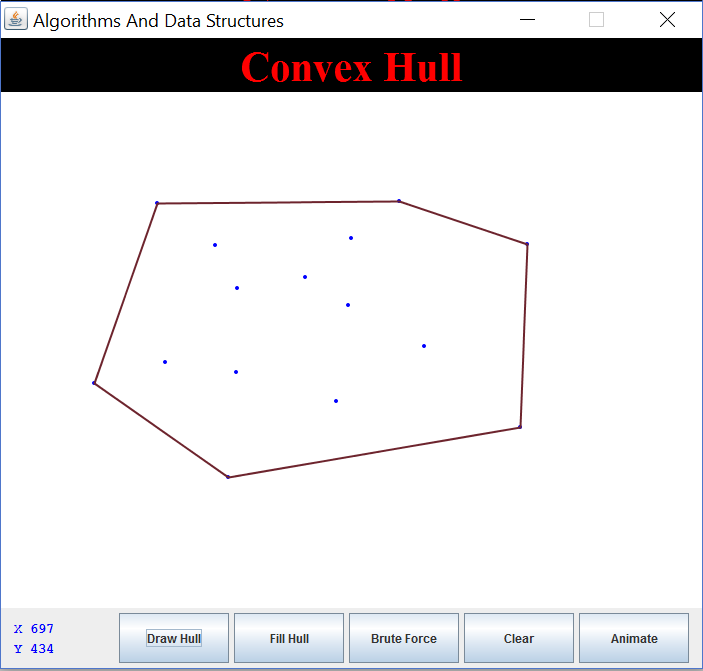
**Description**

There are a handful of algorithms to calculate the convex hull but your task is to code the brute force and divide and conquer algorithm. The GUI starter code has been provided for you. Finish the bruteForce, constructHull and mergeHulls methods. ccw(Point a, Point b, Point c) has been done for you and determines the rotational direction of going from point a to b to c. **NOTE:** POINTS ARE CALCULATED BY THE FIRST QUADRANT OF THE CARTESIAN PLANE – THAT IS (0,0) IS AT THE BOTTOM LEFT.

**Program Shell**

Netbeans project DivideAndConquer w/ ConvexHull.java

**Sample Execution**

****