CS 411 – HW3

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I misunderstood the submission criteria for the assignments. So, I did not submit a report with my homework. This report goes with assignment 3.

# **How to Run Code:**

To see the output for the math problems go into the Math Problems directory then open the mathProblems.html file using Google Chrome 53.0.2785.116.

To see the output for the coding problems open the cs411-assignment3-template.html file using Firefox 49.0.2. Click buttons on the screen to see the different functionalities.

# **Design Issues:**

1. Then the math problems were quite challenging.
2. F or coding the math problems I had difficulty using the matrices and vertices from the provided libraries.
3. The code was quite easy to do after understanding the math.
4. The hardest part was updating the tension for all the splines.

# **Solutions:**

1. After watching some lectures over again I figured out how to solve math problems 1 through 7 but I was not able to solve the last problem #8.
2. For coding the math problems instead of using the provided libraries for matrices and vertices I used my own construction that was similar to the provided libraries. I did this because it kept giving me a weird error about the code in the provided libraries. I also wrote my own functions to manipulate the matrices/vertices for the math computation.
3. For the coding problems I quickly figured out how to calculate the b-splines by looking at how the interpolation points were generated in the click function.
4. For the tension part I put the same generate interpolation code in a for loop but I was forgetting to refresh the scene. A friend pointed this out to me and then everything worked.

# **Sample Input / Output:**

