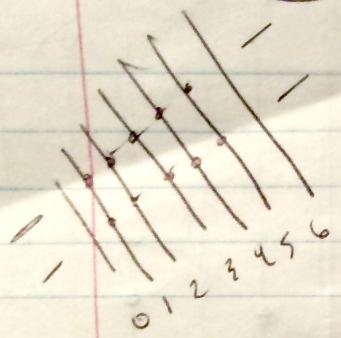
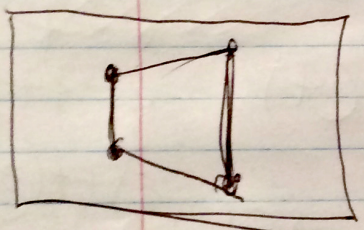


[positive sloping]
[negative slope]

```
for (i=0 ; i< positives.length;i++)
    for(j=0; j<negativeS.length; j++)
        points[i][j].push(intersect)
```

	0	1	2	3
0	e	o	o	o
1	e	o	o	o
2	e	o	o	o
3	o	o	o	o



Polygon.
take all points, convert using: (x, h-y)

```
var segments =[]
    for(var i=0; i< points.length i++)
        if (i== points.length -1)
segments.push(line(point[i], point[0]))
        else
segments.push(line(point[i], point[i+1]))

var closenessValues =[]
    for(var j=0; j< segments.length; j++)
        if (j== segments.length -1)
closenessValues.push( compare(lines[i], lines[0]))
        else
closenessValues.push(compare(lines[i], lines[i+1]));
```

sort closeness values, take top 2.

compare (first, second)

Sum { closeness :
hall : first
lane2 : second
};