

Equidecomposability with hinged dissection

by Isaac Shenghan Chen

Managed to cut an arbitrary triangle into finite pieces and rearrange them into any other triangle with the same area.

Developed algorithm to reduce the pieces so it takes no more than 10 in most cases

Experienced with transforming any triangle into a rectangle using hinged dissection (see <https://github.com/bmershon/d3-equidecompose/issues/8> for a detailed discussion)

Implemented practical algorithms such as cutting polygon with a line segment

Explored data structures for rigid geometric transformations and how to manipulate them

Provided GUI for animation

