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Tecnológico
de Monterrey

Actividad 4.2 Implementación Polígonos Convexos aplicando geometría computacional.

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1) Coordenadas inválidas

```
λ a
Input n: 3
(1/3) Coordinate: (-1,1.1.1)

Invalid entry. Retry...
(1/3) Coordinate: (perrito,gatito)

Invalid entry. Retry...
(1/3) Coordinate: (0,g0)

Invalid entry. Retry...
(1/3) Coordinate: █
```

2) N invalido

```
λ a
Input n: -1perrito
n has to be a number bigger than 2
```

3) Una línea en vez de polígono

```
λ a
Input n: 3
(1/3) Coordinate: (1,1)
(2/3) Coordinate: (1,2)
(3/3) Coordinate: (1,3)
Its a line :(
```

4) Datos válidos

```
λ a
Input n: 12
(1/12) Coordinate: (0,3)
(2/12) Coordinate: (1,1)
(3/12) Coordinate: (2,2)
(4/12) Coordinate: (4,4)
(5/12) Coordinate: (0,0)
(6/12) Coordinate: (1,2)
(7/12) Coordinate: (3,1)
(8/12) Coordinate: (3,3)
(9/12) Coordinate: (-1,0)
(10/12) Coordinate: (-3,0)
(11/12) Coordinate: (1,4)
(12/12) Coordinate: (-4,1)
(-3, 0)
(0, 0)
(3, 1)
(4, 4)
(1, 4)
(-4, 1)
```