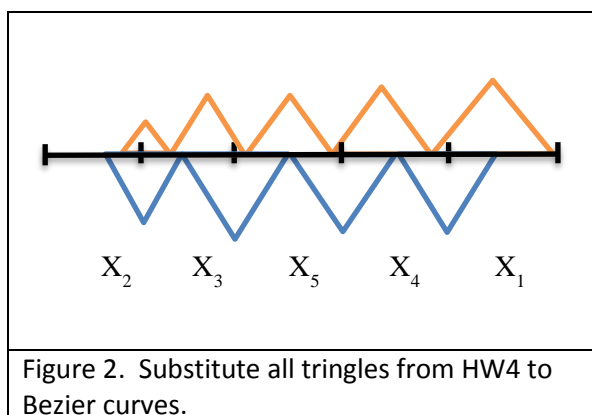
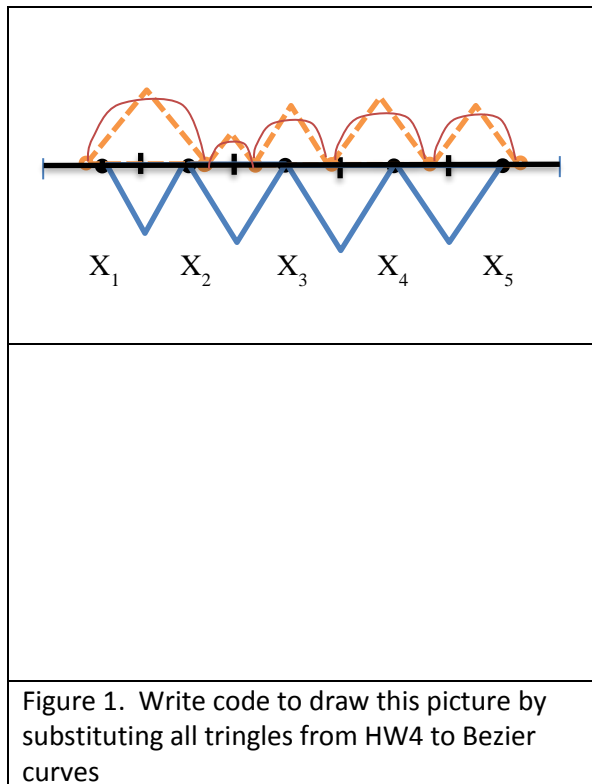


HW 5: partial HW5 full will be given on Thursday

Substituting all tringles in HW4 to Bezier curves. Use triangle to identify parameters of Bezier Curves

Part 1A

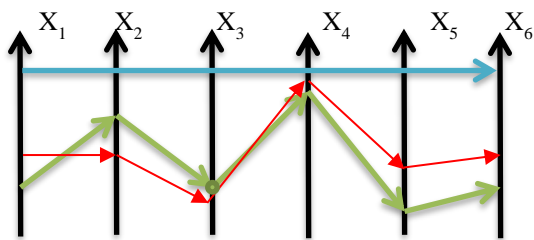


Write code to draw this picture that is reordered coordinates from Figure 1 in increasing distance between value (length/ height of triangles). Be able by pressing letter R to make this reorder from figure 1.

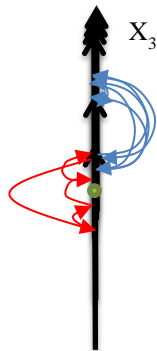
2. Generalize figures 1 and 2 for 100 10-D points of two classes. Points of class one are drawn above the black line and points of class 2 below it.

3. Conduct computational experiments with at least 3 datasets for 100 n-D points each similar to HW1.

Part 1b



(a) Use HW1 to draw this picture



(b) Make this picture in two versions (1) triangular lines and (2) Bezier curves. All coordinates are shifted to X3 to make a green line a single point.

Part 2. Generalize code above for three classes of and 100 6-D points read from the file

Part 3. Conduct computational experiments with 3 datasets on 100 cases each of 3 classes similarly to experiment in HW1. You can increase the angles of other axis X_i relative to X_3 to make the picture less occluded.