

1. the point will rotate 90 degrees clockwise and will translate by (1,1)
- 2-4:

```
Question 2
-----
0.525322 -0.850904 0
0.850904 0.525322 0
0 0 1
-----

Question 3
-----
1 0 0 3
0 1 0 4
0 0 1 5
0 0 0 1
-----

Question 4
-----
vector step one
-----
1 0 -2
0 1 -3
0 0 1
vector step two
-----
1 0 0
0 1 0
0 0 1
vector step three
-----
1 0 3
0 1 2
0 0 1
final vector
-----
1 0 1
0 1 -1
0 0 1
cs18@cs180vm: ~/Desktop/HT/builds
```