Numerical Programming

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AP#4

AP#4:

Problem 4.1
Build a puzzle generator using curves.

Tasks and sub-problems to consider

▶ Number of pieces of a puzzle.

▶ What is input domain: square, rectangle, circle, ellipse etc.

▶ What are inputs for curve generation?

▶ How curves can be used for puzzle generation?

▶ Shape of each piece of a puzzle, how is it generated?

▶ How data points are generated?

▶ Which method can be used for curve generation?

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Important Notice

- ▶ AP assigned 0 points if:
  - ▶ a model problem (image or video etc.) provided twice by students. Make sure, your model is different from models given by others.
  - ▶ submitted results are not reproducible.
  - ▶ student cannot apply his own code for the input data provided by TA or instructor.
  - ▶ AP is submitted without written explanation of methods and approaches used.
- ▶ Submission deadline: 2 weeks after the date of AP publication.