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Contest - 4	4	-	+	es		C6
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@ The Howback of using DDA are;

a was deating point approximation, here naccurate

a land to be graph looking like a ladde in a larger span.

an: (x,y)=(17,2) (x,y)=(10,5)

Slope = Dy = 3

1m1 <1

if proten prooten

XHI = XK-1 XKII = XK-1

JRH JK-1 JKH-YK+1

Pr= Pr+2Dy Pr=Pr+2Dy-2Dx

Hæ

Ax=7, 2100=14, 14=8, 214=6

Intal deasion parameter (PR+1) = 20y-Noc = 6-7=-1

for storting point (17,2)

K P 2xx1 YM 2xx1, Yxx1

0 -1 16 2 (16,2)

1 5 15 3 (15,3)

2 -3 19 3 (14.3)

3 3 13 4 (13,4)

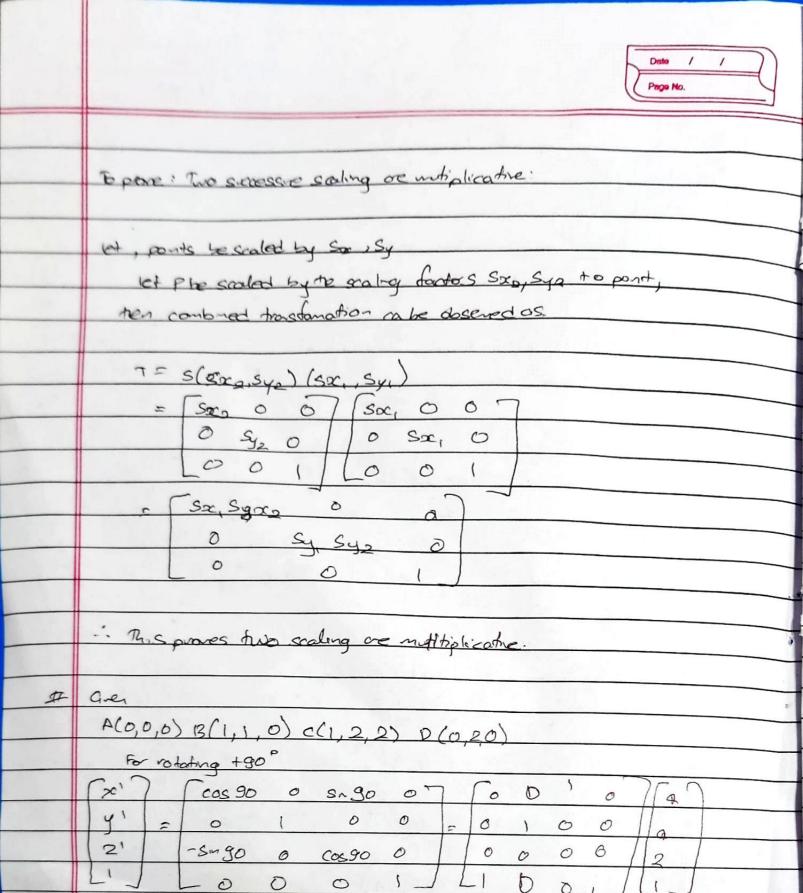
4 - 2 12 4 (13,4)

5 -2 11 4 (11,4)

6 9 10 5 (10,5)

sooling transformation is a liner transformation, that scales

the size of the object.



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-	
	Now to reflecting on y-2 place
	L> x chages ; 42 unchaged
	Ry. 12 = [-1 0 0 0 0]
	0 1 0 0
	0 0 1 0
	Coordnatesafta reflecting about 4-2 place +s
	A'(0,0,0) B'(0,1,-1) C'(2,2,-1) D'(0,2,0)
(3)	window: A @ area selected for display from real world is
	called a victor.
	vergont: Itis a mea or display device towhich undow is
	d'spryer.