CSE 3200 Lab #2

# Tasks:

1. Run Program (starter code)
2. Modify the code to draw 5000 random lines with random colors
3. Using the starter code Implement the following algorithm
   1. Start off with 3 vertices in plane, with location (x1,y1), (x2,y2) and (x3,y3)

my2dPoint vertices[3]={{x1,y1},{x2,y2},{x3,y3}};

drawPoint(vertices[0]); drawPoint(vertices[1]); drawPoint(vertices[2]);

* 1. Pick any initial point ‘P’ inside the object (vertices[0], vertices[1], vertices[2])
  2. Select 1 of the 3 vertices at random (hint rand()%3;)
  3. Find the half way point between the initial point and the selected vertex
  4. Display the new point
  5. Replace the initial point ‘P’ with the new point
  6. Return to step (3) 50000 times

Preparation

C structures