Graphics Planning

1. Brute-Force Closest Pair
2. Plot all the points.
3. For the outer loop of the double for-loop, highlight / re-color the point that is currently being analyzed against every other point.
4. At all times during the algorithm, have a line drawn between the current closest pair. Each time we find a new closest pair, repaint the screen with the new line between the new closest pair.
5. Divide and Conquer Closest Pair
6. Plot all the points.
7. Draw median line.
8. For the left and right side of the median, display similarly as with brute force until we get to the base level of recursion.
9. Base level: show dotted line on each side of median minDist away from median.
10. “zoom in” and show close-up of points within this median range that are scaled.
11. Like brute-force, highlight current point being considered, draw closest line if one is found in this step.
12. Brute Force Convex Hull
    1. Plot the points.
    2. Every time we push back to convexHullPoints we draw the line between that pair of points. Keep the previous lines printed on screen.