
```
%Width and height square size of chessboard pattern as specified in
assignment
width = 9;
height = 7;
squareSize = 30;

%Get the grid corners from the chessboard pattern from the world
%coordinates system
world_coordinates = [0,0,1; 0,height*squareSize,1;
    width*squareSize,height*squareSize,1;width*squareSize,0,1];

% To convert from Nx3 into a 3xN matrix
world_coordinates=world_coordinates';
disp(world_coordinates);
```

```
0      0    270    270
0    210    210      0
1      1      1      1
```

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