Lab Assignment #1

Deadline: See Moodle (TBD) Submission Type: in Moodle

1. Implement Quick Hull algorithm to compute convex hull of a set of points in 2D. (10)
2. Generate suitable test cases to test your algorithm (must contain corner cases). (02)
3. Show graphical output (preferably in OpenGL) alongside console output. (02)
4. Report (1 page .doc/.docx file soft copy) – Complexity Analysis. (01)

Sample Input Sample Console Output Sample Graphical Output

5 Length: 20

0 0 0 0

5 0 5 0

0 5 5 5

5 5 0 5

2 2

\*\*\* Code must not be copied from any source that includes but not limited to book, internet and classmates' codes.