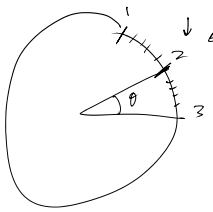


2 : (x, y) = 2 : (r cos θ, r sin θ)

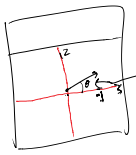
var origin = (x, y)

(64, 96)

//global vars
originX = 64
originY = 96
minuteRadius = 30
HourRadius =

each minute = 6° = 0.105

drawMinuteHand(minute)



double minuteToRadian(minute)
degree = minute * 6
Radians = degree / 180π
theta = π/2 - radians
return (theta);

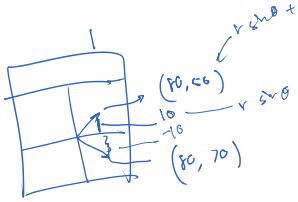
180° = π Radians

1° = π Radians / 180

180/π · degree = radians

180/π = 1 radian

Xpolar ToCoor(r, theta)
tempX = r · cos(theta)
tempX = tempX + originX
return



{ polarToCoor(r, theta)
tempY = r sin θ
tempY = originY - tempY
return

180° = π radians

1° = π · radians / 180

x° = x · π / 180

tempY = r · sin(theta)
if (tempY < 0) {
(-1) · tempY

3
tempY += originY

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