

COT 4521-001: Introduction to Computational Geometry (Fall 2018)

Project 3: Gift Wrapping Convex Hulls

1 Objectives

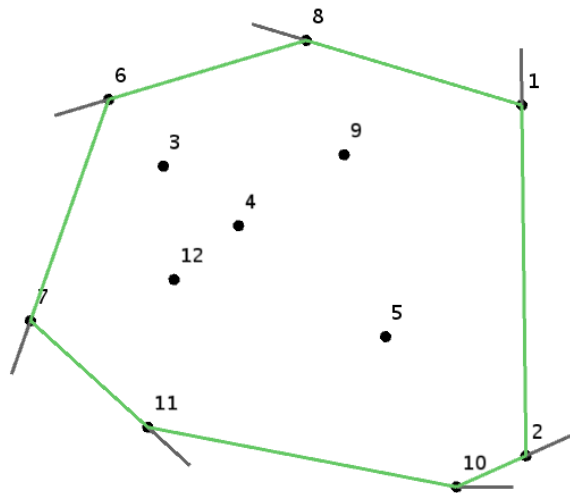
In this assignment you will implement the 'easiest' of the convex hull algorithms.

2 Ground Rules

This assignment is intended to be done alone. You may ask others for help with figuring out strategies. However, the code must be yours.

3 Assignment Instructions

- Download the provided skeleton code and complete the unfinished functions in `ConvexHull.pde`.
 - `Polygon ConvexHullGiftWrapped(ArrayList<Point> points)` — Takes in a list of points and returns a polygon that should be the convex hull of the points.
- To test your code the Processing skeleton provided gives visual feedback for creating random point sets and testing your capabilities.



4 Submission

Compress your sketch into a single zip file and upload to canvas.