COT 4521: Intro. to Computational Geometry (Fall 2020)

Project 3: Gift Wrapping Convex Hulls

Objectives

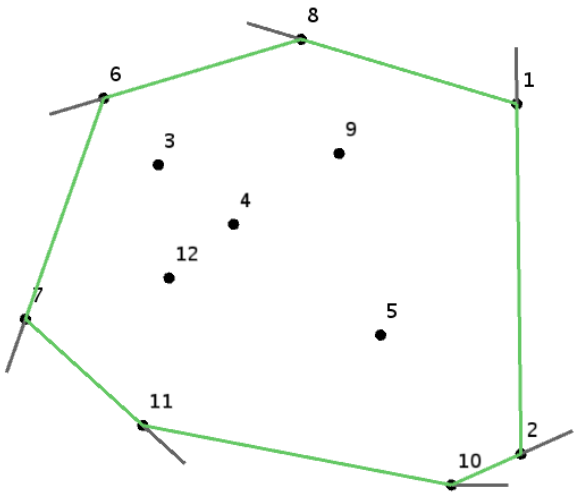
In this assignment you will implement the 'easiest' of the convex hull algorithms.

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 (MOSS will be used).

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.



Submission

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