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

## Project 0: Introduction to Processing

**Objectives**

This assignment will help you become familiar with Processing and build some basic data structures for storing geometric data.
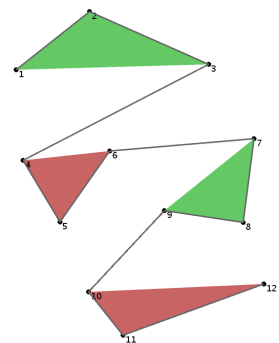
**Ground Rules**

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 and familiarize yourself with Processing (http://processing.org/download/). Use the available tutorials (http://processing.org/tutorials/) and examples (http://processing.org/examples/) to help you understand how Processing works.

- Use the provided skeleton code to complete a sketch with the following requirements.

  - When the mouse is clicked, a new point should be added to the point list. This point should be drawn using an ellipse and include a label.
  - Every point should be connected to the previously added point with an edge in the edge list. The edges list should be drawn every frame.
  - Every 3 points should form a triangle that is added to the triangle list. The triangles should be drawn and colored based upon whether they are stored in a clockwise or counterclockwise order.

  **Submission**

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



Example output.