IXB381 Week4:

1. In order to map these two rectangles, we need to find the ratio of size between the two objects and then shift one of the rectangles. So using the function glviewpoint(u,v,w,h), where u is the x position, v is the y position w is the width and h is the height.   
   So:

And:

1. The general strategy to test if a point is inside a polygon is to past a row ray from the point in any direction and then count how many times it crosses and edge. If the number of edges the ray crosses is an odd number then it is said that the point is inside the polygon however, if the number of edges crosses is even then the point is outside of the polygon.
2. It is better to define the polygons by its edges as it can save a lot of memory. When a polygon is defined by its vertices there is a lot of doubling up of data. So this new method is lot more efficient as the data can be stored and then similar to the use of pointers fashion reference the points, this will stop the doubling up of the data.
3. Javascript does not need to be complied before it can run
4. In javascript a variable type does not need to be defined before the variable is used. This is because the value that you assign to the variable defines its type.
5. Global variables are variables that can be accessed at all points in the program. The problem with this is that they can be access across everything. Global variables in javascript are global across all javascript programs not just the project the user is currently working on.
6. Javascript deals with errors throw the use of exceptions and syntax such as try, catch and final commands
7. Javascript supports objects as it is an object oriented programming language.
8. The relationship between Webgl and canvas is that Webgl is a context to html canvas