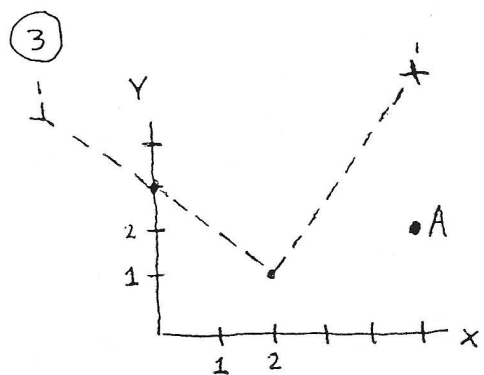
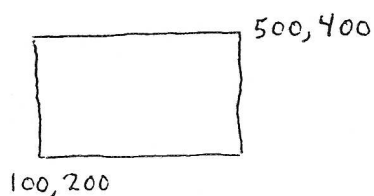


① Show by multiplying the appropriate matrices together (homogeneous 2d coordinates) that a translation by  $(dx, dy)$  followed by a rotation by  $\theta$  is not the same as rotating first and then translating (unless  $dx=dy=0$  or  $\theta=2k\pi$ ).

② The  $x, y$  data defining an object is such that  $-2 \leq x \leq 3$  and  $7 \leq y \leq 15$ . We desire to stretch the data in  $x$  and then stretch it in  $y$  and then translate it so that it just barely fits on the screen:

Show the equations necessary to do this.



IN the  $X-Y$  coordinate system, point A has coordinates  $(5, 2)$ . What coordinates does it have in the  $X'-Y'$  coordinate system?

④ Consider the square window shown below:

Give the new polygon that is created when triangle ABC is clipped to this window.

$$A = (70, 100)$$

$$B = (120, 150)$$

$$C = (65, 25)$$

