CSE102 – Computer Programming with C (Spring 2018)

Term Project – Vector Graphics and EPS

Handed out: 9:00am Monday April 16, 2018.

Due: 23:55pm Sunday June 10, 2018.

Hand-in Policy: Hand in via Moodle. No late submissions will be accepted.
Collaboration Policy: No collaboration is permitted.
Grading: This project may contribute up to 10 points towards your final grade out of 100.

Description: You will implement a vector graphics library that can draw vector graphics and export EPS formatted files including your graphics. Your library will have the following functions:

- **`Figure * start_figure(double width, double height):`**

  Initializes your figure. A figure is initialized on a canvas of a given dimension (`width` × `height`). Anything that you draw on the canvas should be within this limit. Note that the coordinate system of your canvas starts from the bottom-left corner. x axis is towards left and y axis is perpendicular in the up direction. See the following figure for an illustration of the canvas geometry.

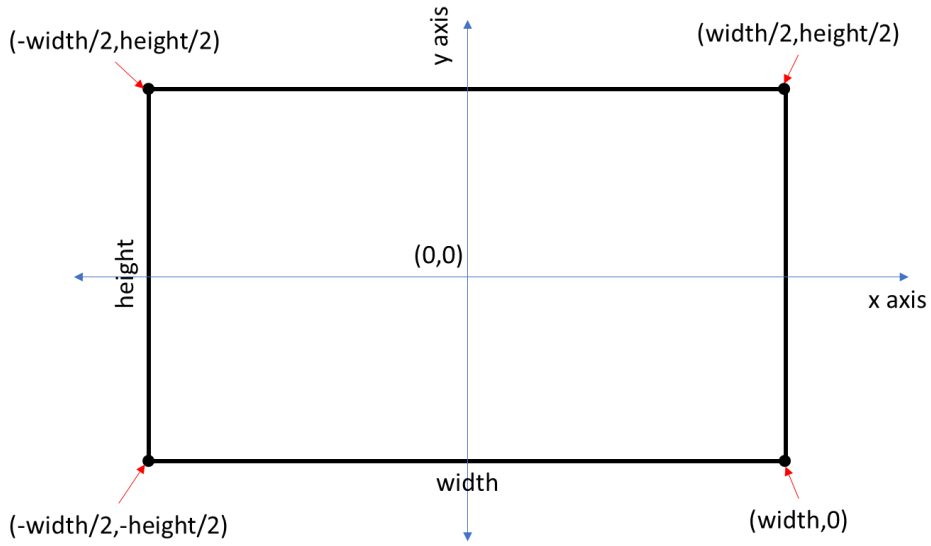

Figure 1 Canvas initialization with width and height and the assumed coordinate frame.

- **`void set_thickness_resolution(Figure * fig, double thickness, double resolution):`**

  Sets the thickness and resolution for the drawings to happen next. These will be used by some of the drawing functions below.

- **`void set_color(Figure * fig, Color c):`**

  Set the color for the drawings to happen next.

- **`void draw_fx(Figure * fig, double f(double x), double start_x, double end_x):`**

Draws the given function in the figure initialized by "`start_figure`". It will draw the function within the range defined by "`start_x`" and "`end_x`". You should draw the function as a set of connected lines. Any such line should be no smaller in length than the resolution defined in "`resolution`". The lines drawing the graph should have the thickness in the given same named argument.

Make sure that the figure fits in the intended position in the canvas. If the portion of the graph is outside the canvas, it should be removed properly. See the explanation for `draw_resize_figure`.

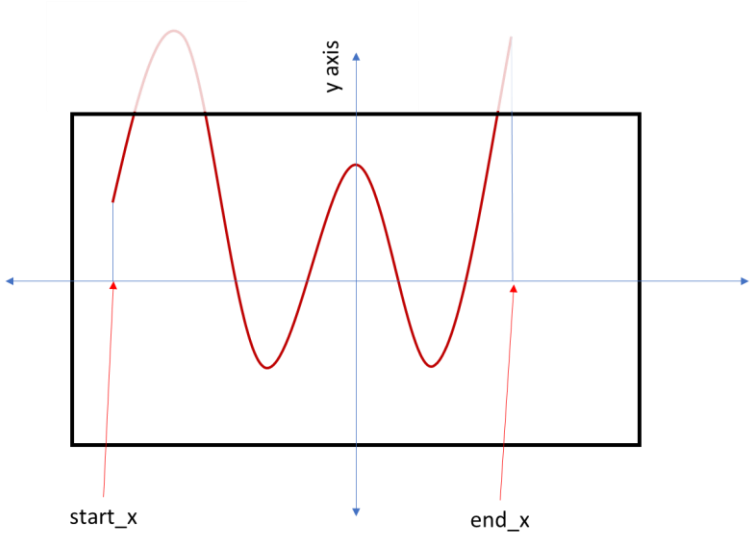

Figure 2 A graph will be drawn within the canvas. The parts out of the canvas should be removed properly.

- **`void draw_polyline(Point2D * poly_line, int n):`**

  Draws a set of connected lines given in the array `poly_line`. Each point should be connected from the first point to the last in the given order.

- **`void draw_circle(Point2D * center, double r):`**

  Draws a circle as a set of connected lines. See the explanation earlier for thickness and resolution.

- **`void draw_ellipse(…):`**

  Draws an ellipse as a set of connected lines. Define the arguments for this function. See the explanation earlier for thickness and resolution.

- **`void draw_binary_tree(Tree * root):`**

  Draws the given binary tree in the given canvas. Pick your choice of representation for trees for this function. Assume that the node has only integers between 0 and 999. Your tree should look like the following:

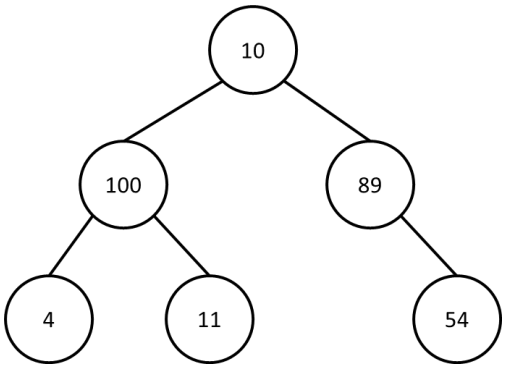

Figure 3 An example tree that should be drawn balanced and symmetric.

- **`void scale_figure(double scale_x, double scale_y):`**

  Scales your figure in both dimensions by `scale_x` and `scale_y`. You should make sure that the contents of the figure are properly scaled along both dimensions.

- **`void resize_figure(Point2D start_roi, Point2D end_roi):`**

  Crops (may oversample) the given figure to be within a rectangle defined by `start_roi` indicating the bottom-left corner and `end_roi` indicating the top-right corner of the rectangle. Anything out of this range in the original figure should be erased. You should make sure that a line is split into two at the boundary and the piece within the boundary should not be deleted. See figure below for and example.

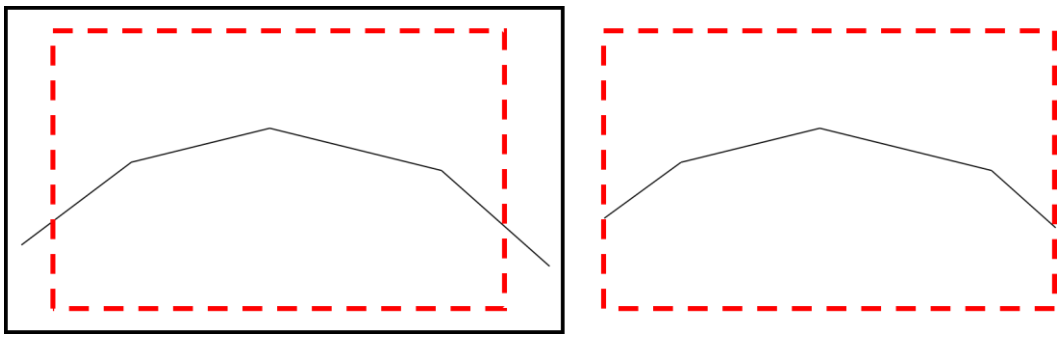

Figure 4 The original figure (in solid rectangle on the left) and new figure (on the right). Note that the line at both ends of the polygon are not just erased but clipped at the boundary of the new rectangle.

  Note that resizing can be also enlarging the image. For example, if `start_roi` has negative coordinates and `end_roi` has larger values than the width and height of the original figure, the new figure will be outside the boundary of the original figure.

- **`void append_figures(Figure * fig1, Figure * fig2):`**

  Merges two figures and returns it in the first one. Assumes that the items in the second figure will be drawn on the first. The resulting canvas however should include both figures without any cropping.

- **`void export_eps(Figure * fig, char * file_name):`**

  Exports the current figure to an EPS file. For the file format please refer to the attached document "Encapsulated PostScript File Format Specification Version 3.0.pdf".

Fractals: These series of functions will draw fractals as described in http://natureofcode.com/book/chapter-8-fractals/.

- **`void draw_koch_snowflake(Point2D * center, double thickness, int size, int num_iterations):`**

  Draws the Koch Snowflake for the given paremeters. The figure should be centered around `center_x` and `center_y` with the given size. Number of iterations indicate the level of iterations in generating the fractal.

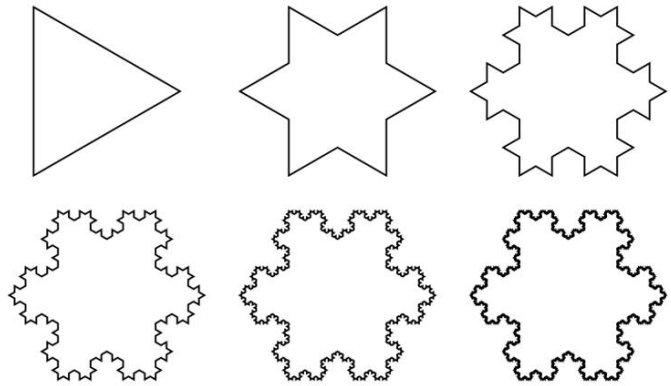

Figure 5 Example Koch Snowflake fractals (taken forom https://inhabitat.com/ecouterre/how-can-designers-apply-biomimicry-principles-to-fashion/biomimicry-koch-snowflake/ wihout permission).

- **`void draw_fractal_tree(double center_x, double center_y, int size, int num_iterations):`**

  Draws a symmetric fractal tree as shown below.

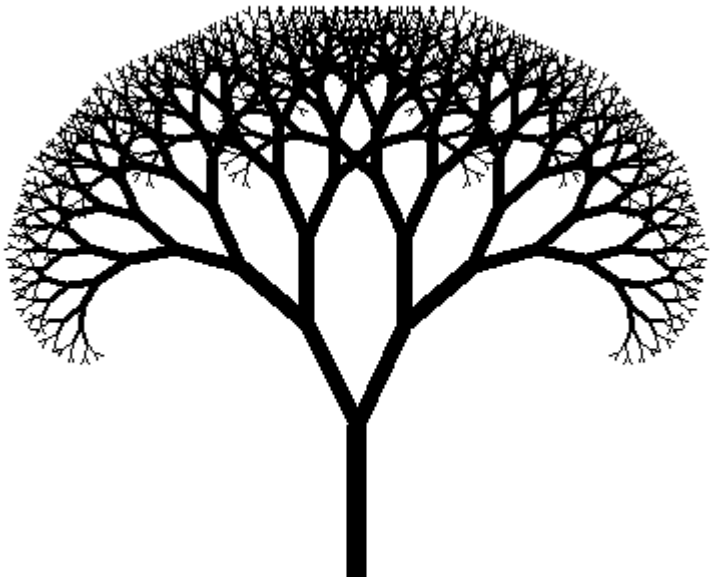

Figure 6 Example fract tree (taken from https://rosettacode.org/wiki/Fractal_tree without permission).

- **`void draw_fractal_atree(double center_x, double center_y, int size, int num_iterations):`**

  Draws an asymmetric fractal tree as shown below.

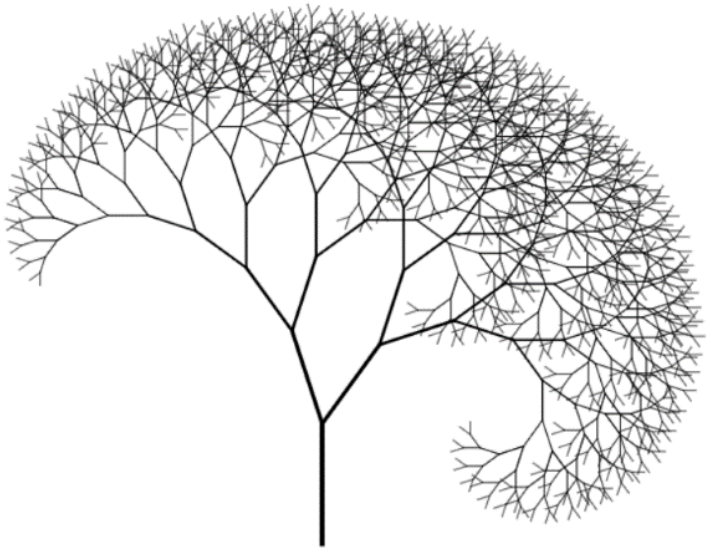

Figure 7 An asymetric fractal tree (taken from http://blog.ploeh.dk/2017/06/06/fractal-trees-with-purescript/ without permission).

What to hand in: You are expected to hand in all you source code (library and test programs) along with your makefile in a ZIP or similarly archived filed named "**cse102project_lastname_firstname_studentno.zip**". When the makefile is run, it should compile everything and produce a test program. The test program should illustrate all the above functionality.