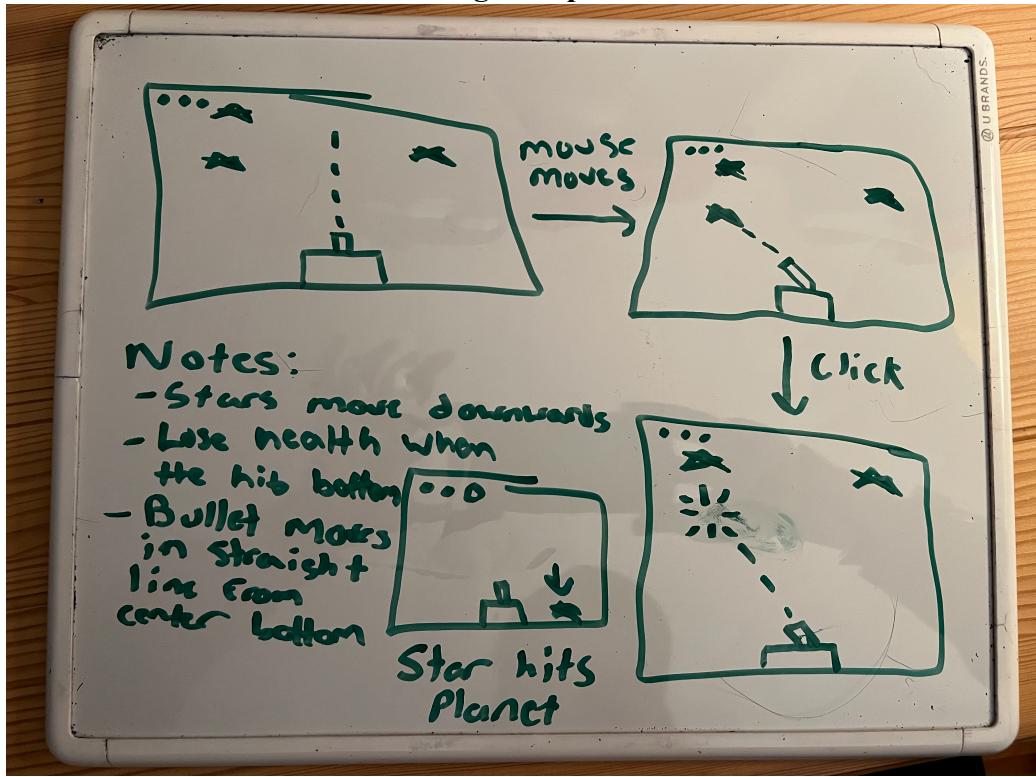


Original Spec



Whiteboarding how I wanted to write screen_intercept and star_hit? (With TA Waka)

CSC151 / 231 TA hours

Graph illustrating the feasible region for the linear programming problem:

- Vertices: $(0,0)$, $(16,0)$, $(12,8)$, $(0,8)$.
- Equation of the line through $(0,8)$ and $(16,0)$: $y = -2x + 8$.
- Equation of the line through $(0,0)$ and $(12,8)$: $y = \frac{2}{3}x$.
- Shaded region represents the feasible region.

The whiteboard contains the following handwritten content:

- $$Y = \frac{y_1 - 480}{x_1 - 320} (x - 320) + 480$$
- $$Y_{\text{star}} = y_1 - \frac{480}{x_1 - 320} (x_{\text{star}} - 320) + 480$$
- $$Y_{\text{star, between}} = (f(x) - 5) \dots f(x) \dots f(x)$$
- $$Y_{\text{star}} = Y + (k_{\text{star}}/z_0)$$
- $$X_{\text{star}} = x + (k_{\text{star}}/z_0)$$

There are several geometric diagrams illustrating the process of finding a point x_{star} on a curve $f(x)$ such that the value of the function at that point is equal to a target value y . The diagrams show a horizontal line representing the function $f(x)$, a vertical line representing the target value y , and a point x on the horizontal axis. A point x_{star} is marked on the curve where the function value equals y . A star symbol is placed near the intersection point.