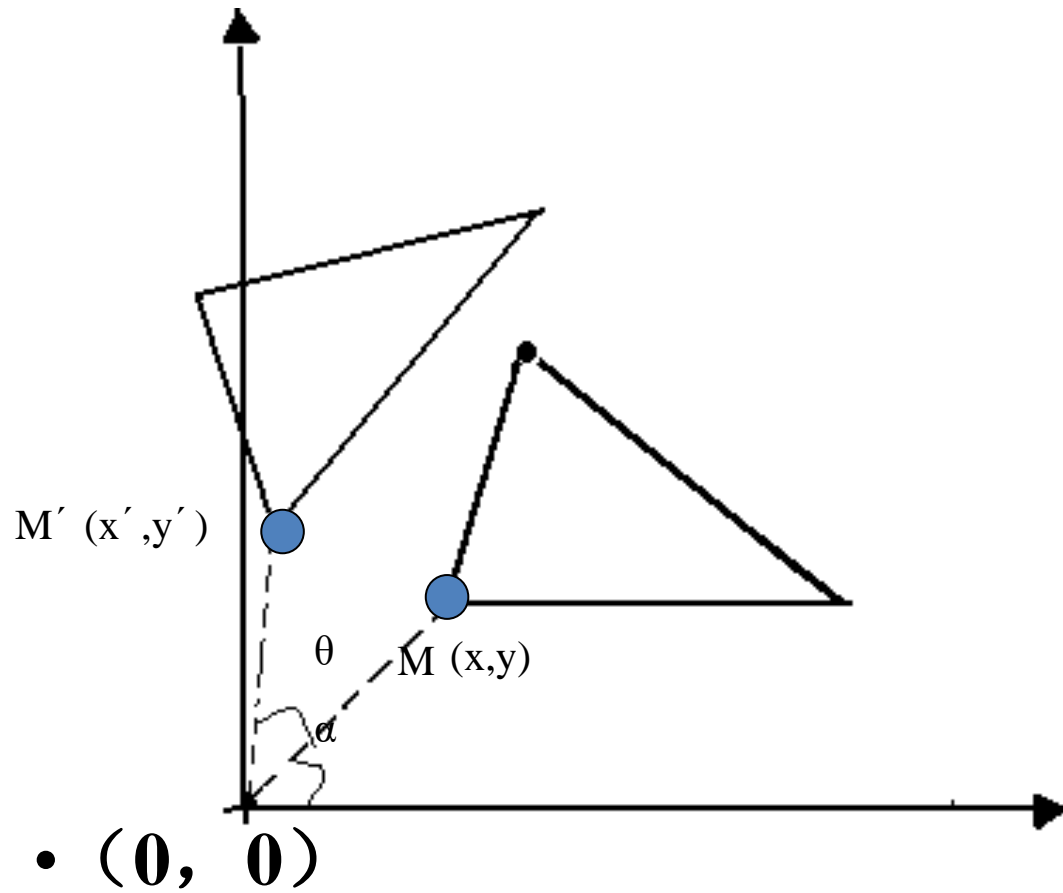
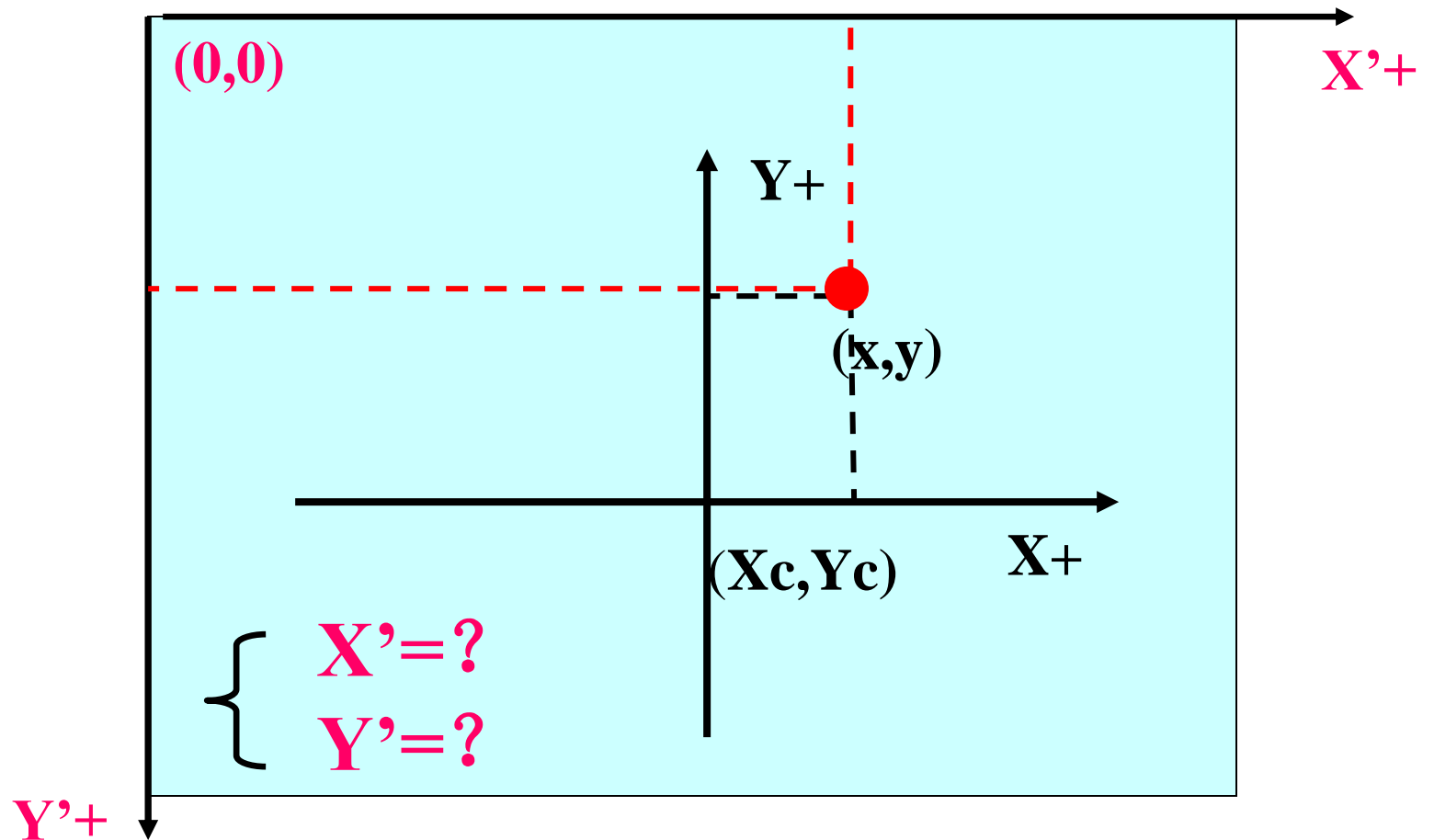




# 世界坐标系



# 坐标转换



- **#define XC 300 //原点横坐标**
- **#define YC 300 //原点纵坐标**
- **void draw\_coordi()//画坐标**
- **{**
- **setcolor(WHITE);**
- **line(0,YC,639,YC);**
- **line(XC,0,XC,479);**
- **}**
- **void my\_line(int x1,int y1,int x2,int y2)//画直线**
- **{**
- **line(XC+x1,YC-y1,XC+x2,YC-y2);**
- **}**

- 矩阵乘法:  $A_m \times n \cdot B_n \times p$
- `void exchange(float *a,float *b,float *c,int m,int n,int p ){`
- `int i,j,k; float sum;`
- `for(i=0;i<m;i++) /*line*/`
- `{ for(j=0;j<p;j++) /*column*/`
- `{ sum=0 ;`
- `for(k=0;k<n;k++)`
- 
- `_____`
- `c[i*n+j]=sum;`
- `}`
- `}`
- `}`

• 返回