A01 - Paint by numbers

The WebGL application contained in file `index.html`, wants to draw the bullet-shaped pattern represented in blue, with the red lines using the code written in file `draw.js`.

If you open `index.html` in Google Chrome or in some other WebGL supported browser, you will see that the current version of the code written in file `draw.js` draws an X and a line.

Find the appropriate set of normalized screen coordinates to match the blue pattern with red lines and correct the code in function `draw()` of file `draw.js`. For the moment, please ignore the content of file `index.html`. The grid, whose spacing in 0.1, should help you in finding the correct coordinates of the end points of the considered lines. Use the appropriate **for()** statement, with functions **Math.sin()** and **Math.cos()**, to draw the circular part, by approximating it with a 64 small lines.