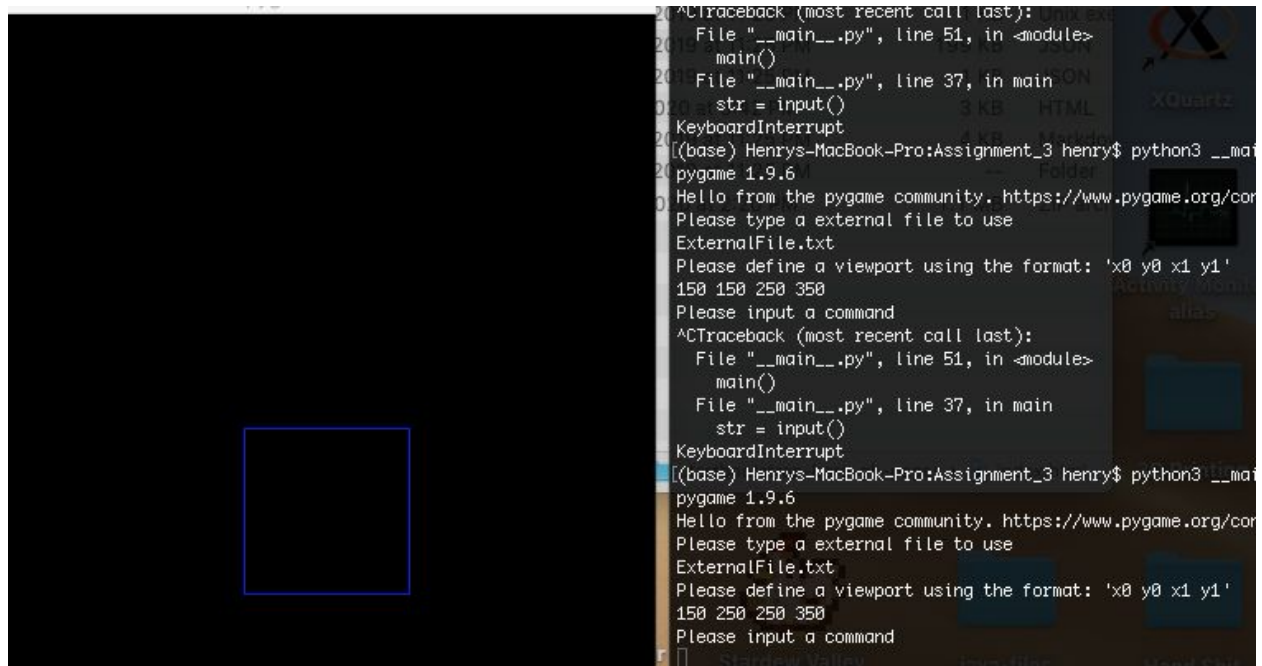


This is a screenshot of a hexagon drawn from an external file defined by 225 157 175 157
175 157 150 200
150 200 175 243
175 243 225 243
225 243 250 200
250 200 225 157

Clipped by a viewport defined by 150 150 250 350 (in order of x0, y0, x1, y1).

This is an example where the external file defines a shape entirely within the viewport.



This is a screenshot of a hexagon drawn from an external file defined by

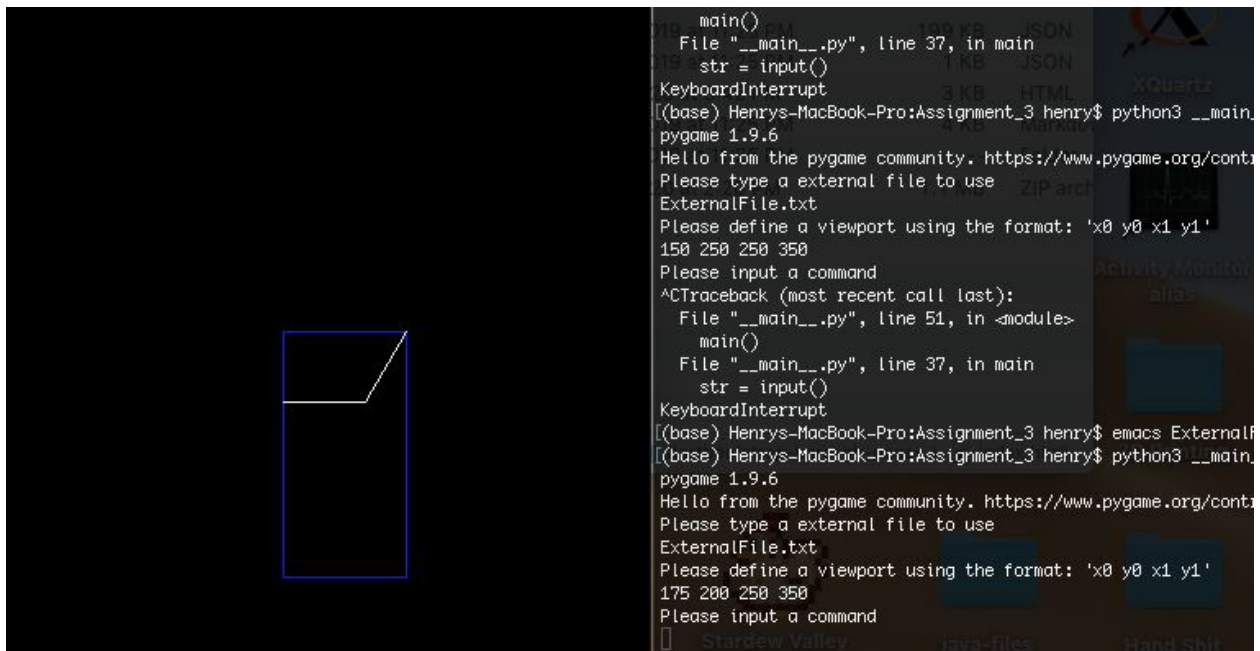
```

225 157 175 157
175 157 150 200
150 200 175 243
175 243 225 243
225 243 250 200
250 200 225 157

```

Clipped by a viewport defined by 150 250 250 350 (in order of x0, y0, x1, y1).

This is an example where the external file defines a shape entirely outside the viewport.



This is a screenshot of a hexagon drawn from an external file defined by

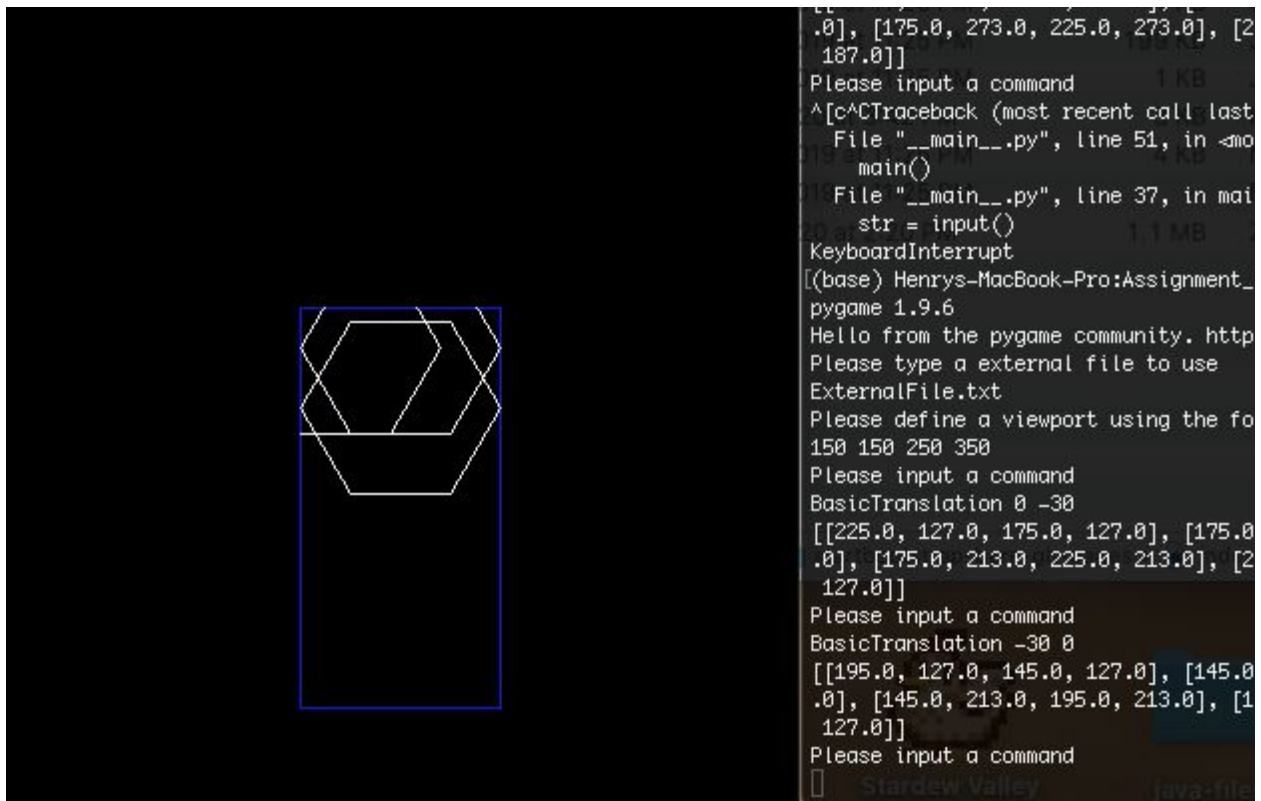
```

225 157 175 157
175 157 150 200
150 200 175 243
175 243 225 243
225 243 250 200
250 200 225 157

```

Clipped by a viewport defined by 175 200 250 350 (in order of x0, y0, x1, y1).

This is an example where the external file defines a shape partially within the viewport.



This is a screenshot of a hexagon drawn from an external file defined by 225 157 175 157

175 157 150 200

150 200 175 243

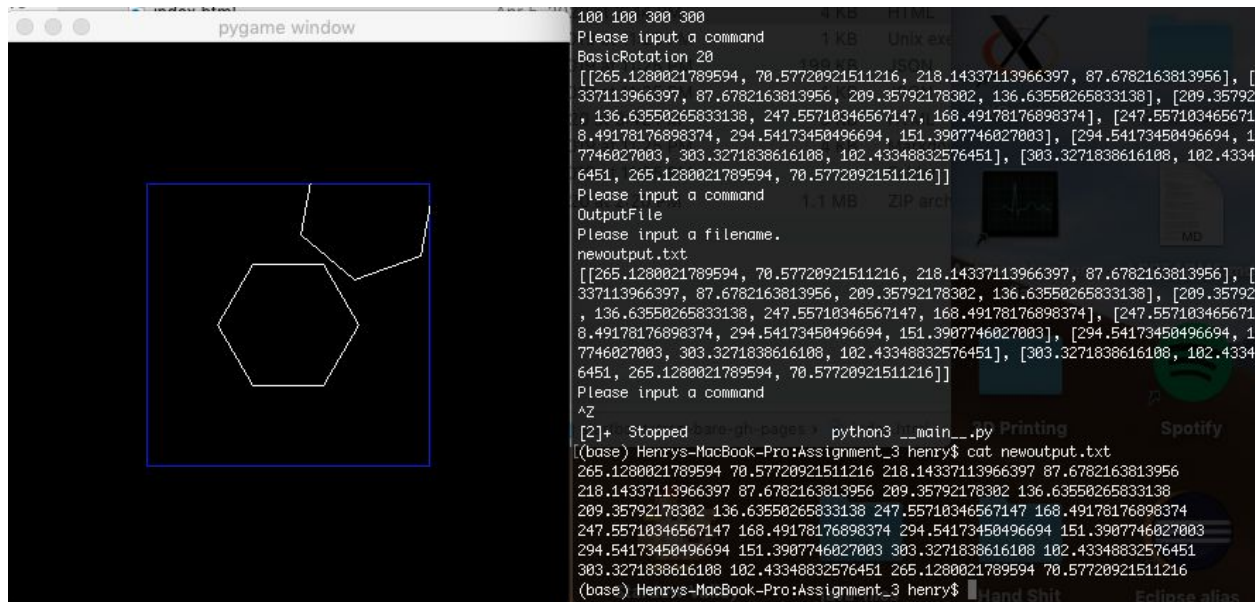
175 243 225 243

225 243 250 200

250 200 225 157

Clipped by a viewport defined by 150 150 250 350 (in order of x0, y0, x1, y1).

This is an example where the external file defines a shape entirely within the viewport, then translated up 30 pixels (-30 in the y-direction) to be partially within the viewport, and then translated left 30 pixels (-30 in the x-direction) to be partially within the viewport.



This is a screenshot of a hexagon drawn from an external file defined by 225 157 175 157
175 157 150 200
150 200 175 243
175 243 225 243
225 243 250 200
250 200 225 157

Clipped by a viewport defined by 100 100 300 300 (in order of x0, y0, x1, y1).

This is an example where the external file defines a shape entirely within the viewport, then the shape was rotated using BasicRotation (or rotation around the origin) by 20° to be partially within the viewport. I then used my OutputFile function to export the coordinates of the new shape to a file called newoutput.txt which I used '\$cat newoutput.txt' to show the contents of that file (I included this case because I lost points last assignment for implementing this function incorrectly).