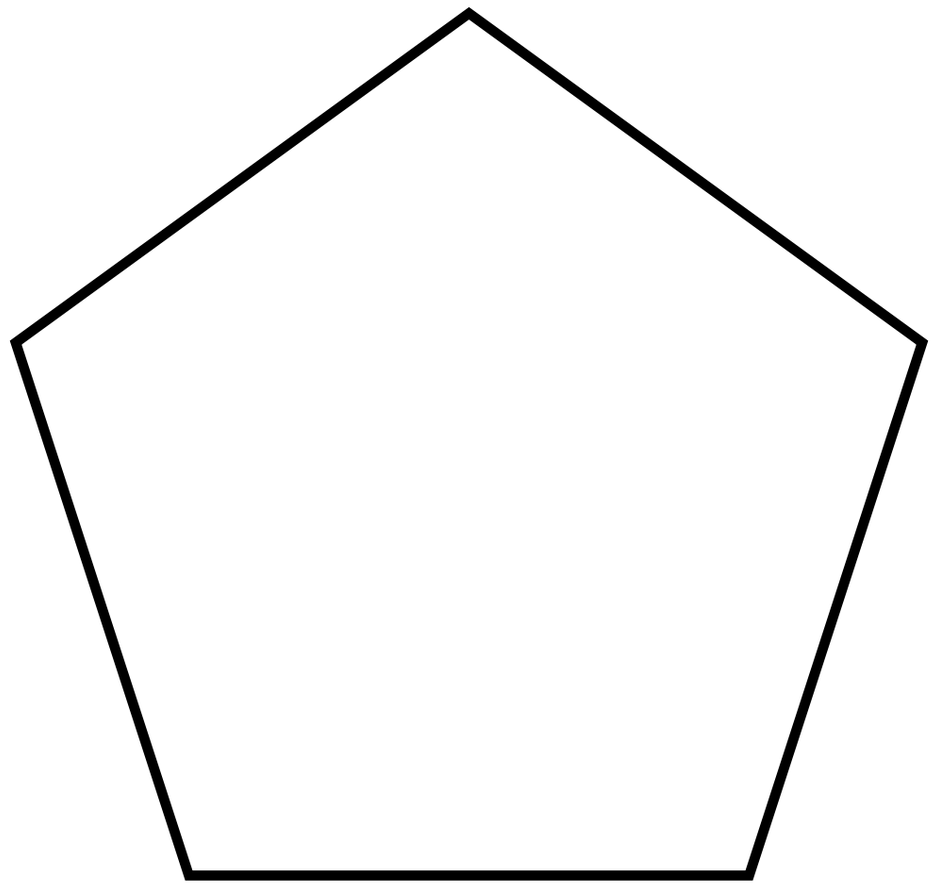
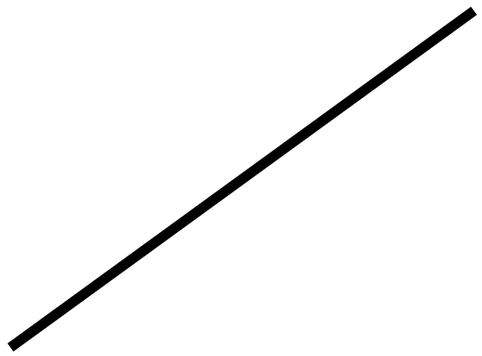
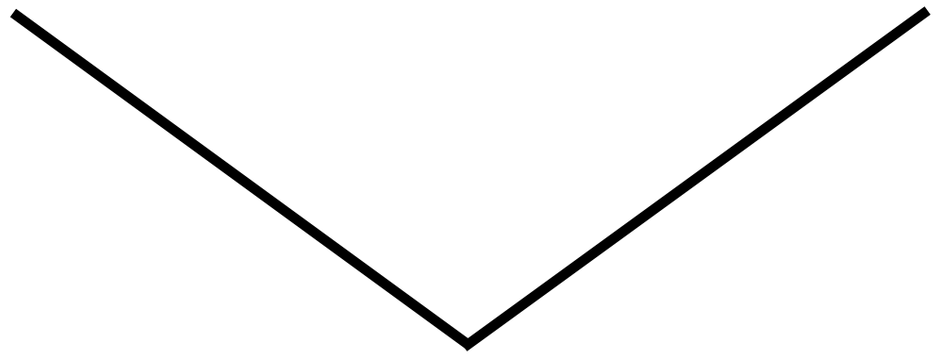
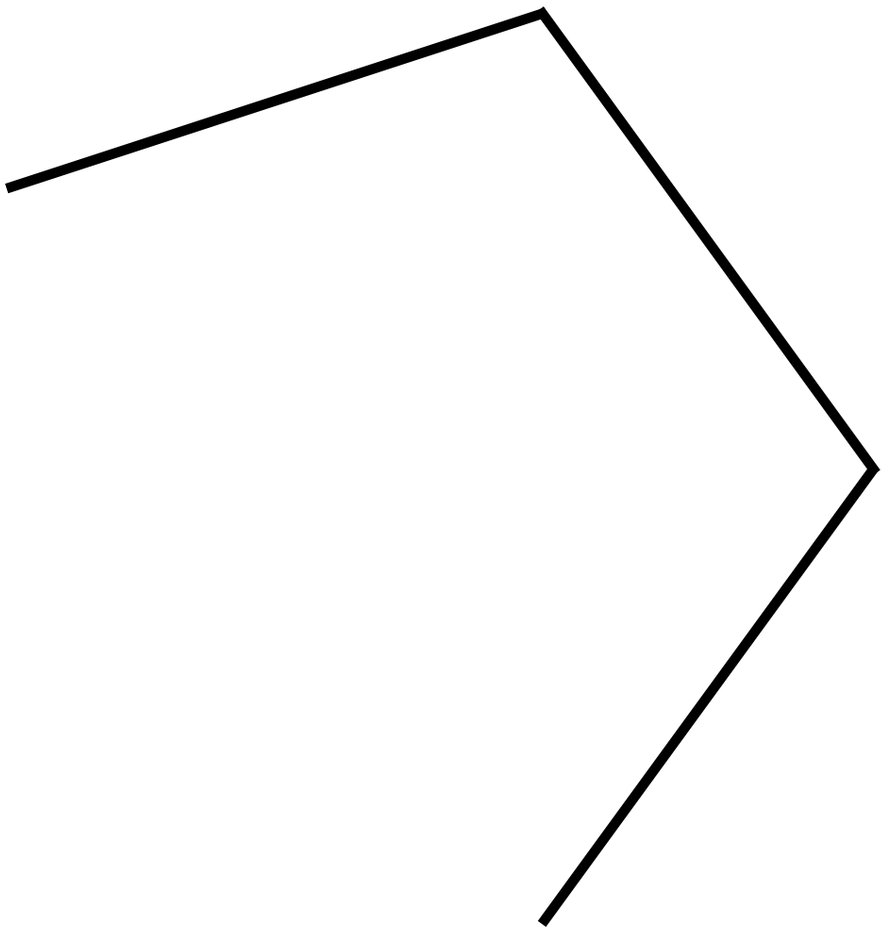
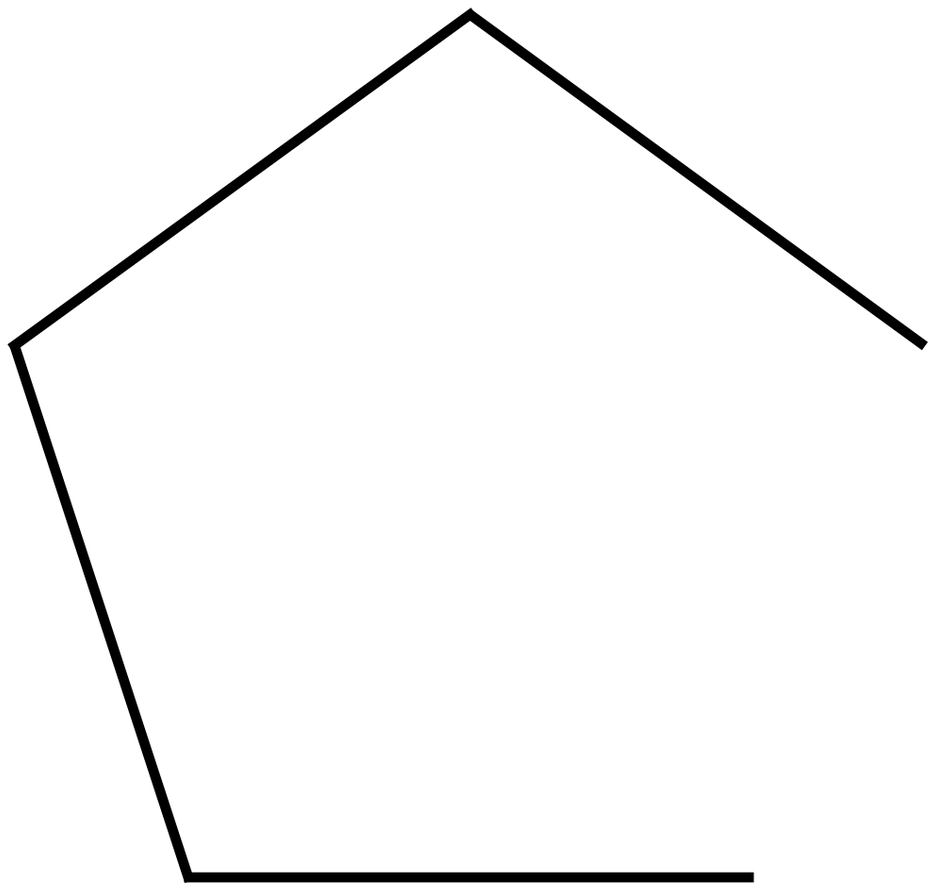
Polygons on Canvas

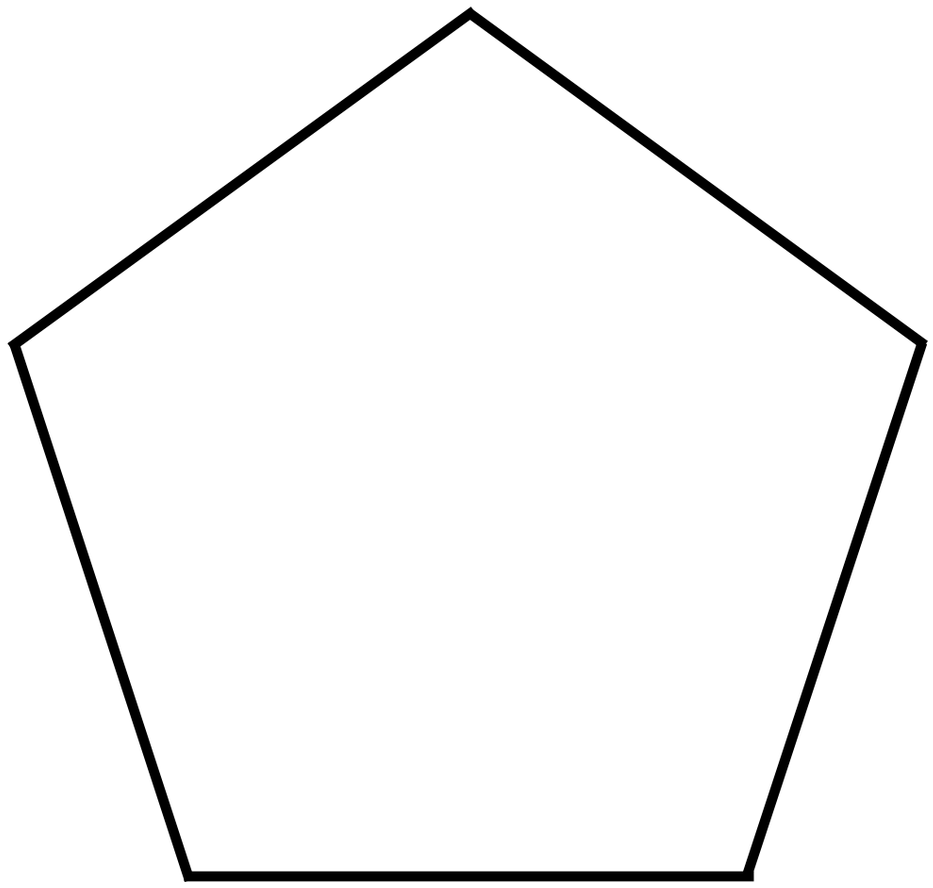


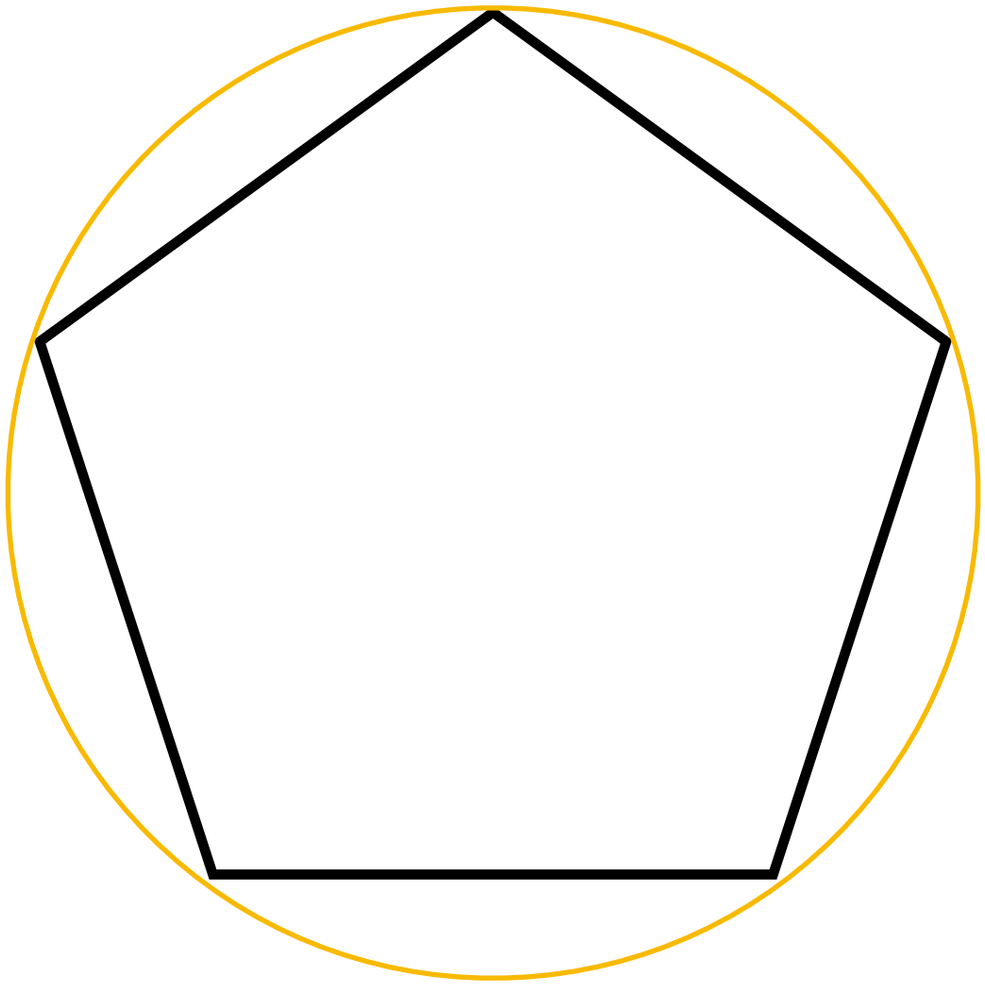


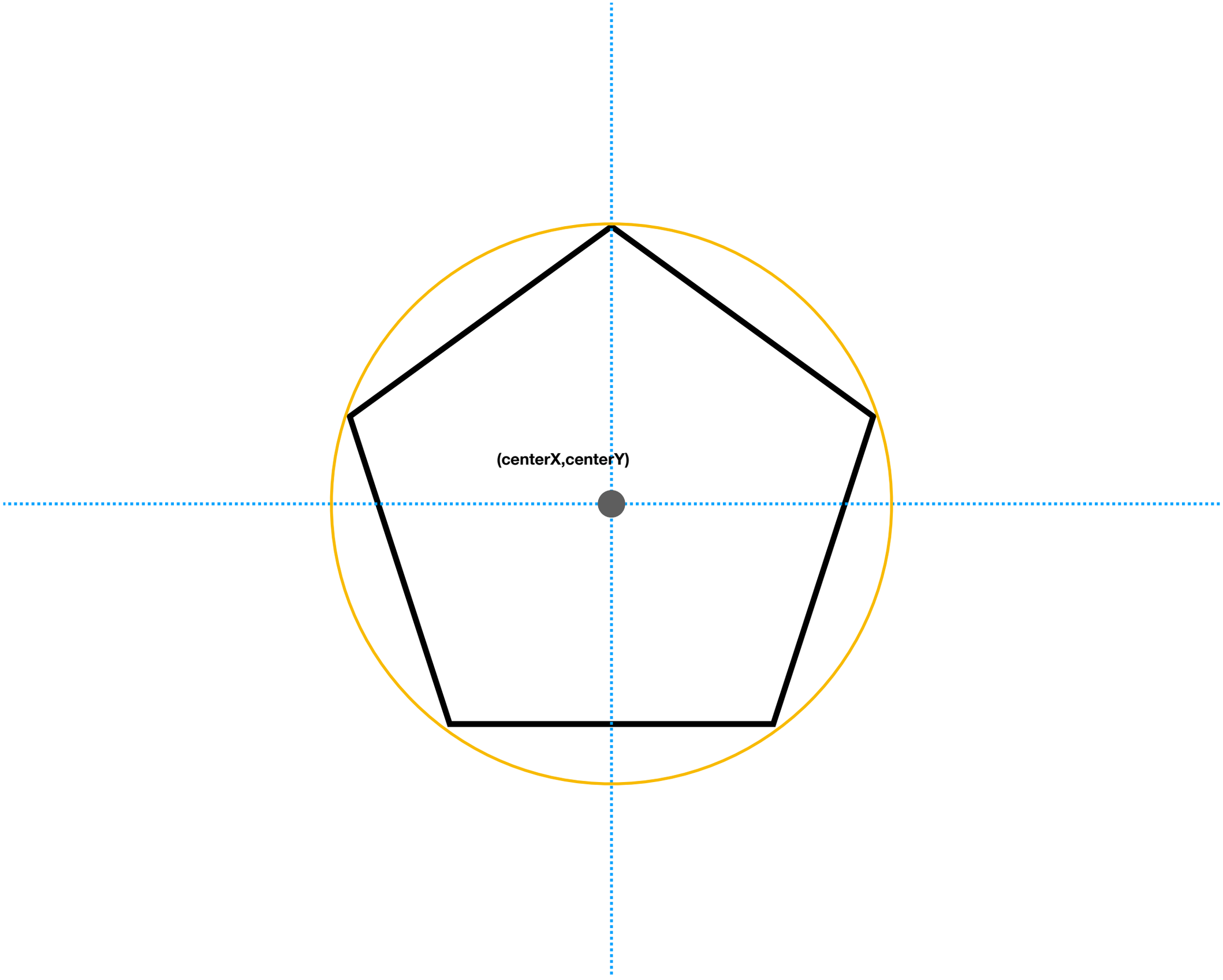


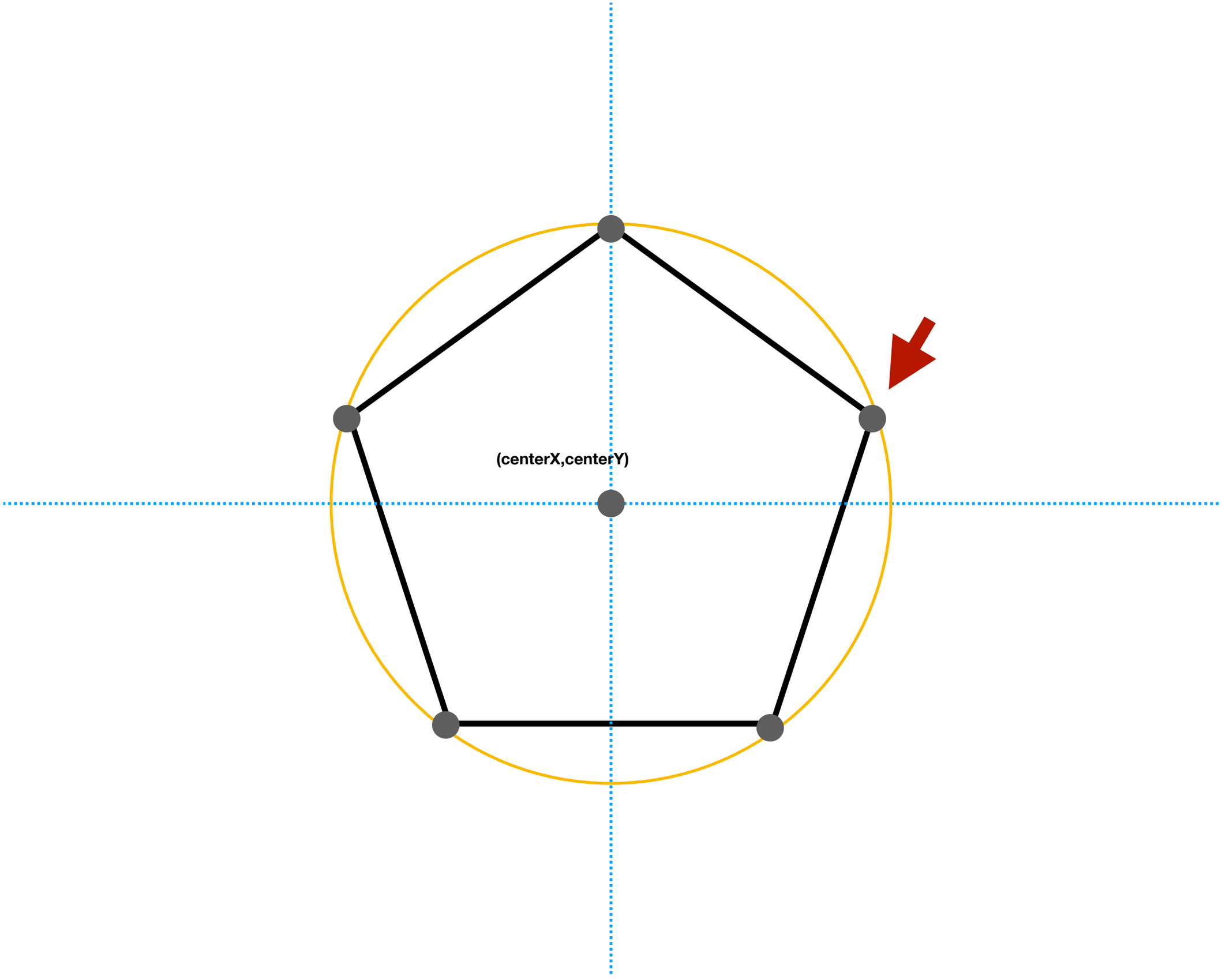


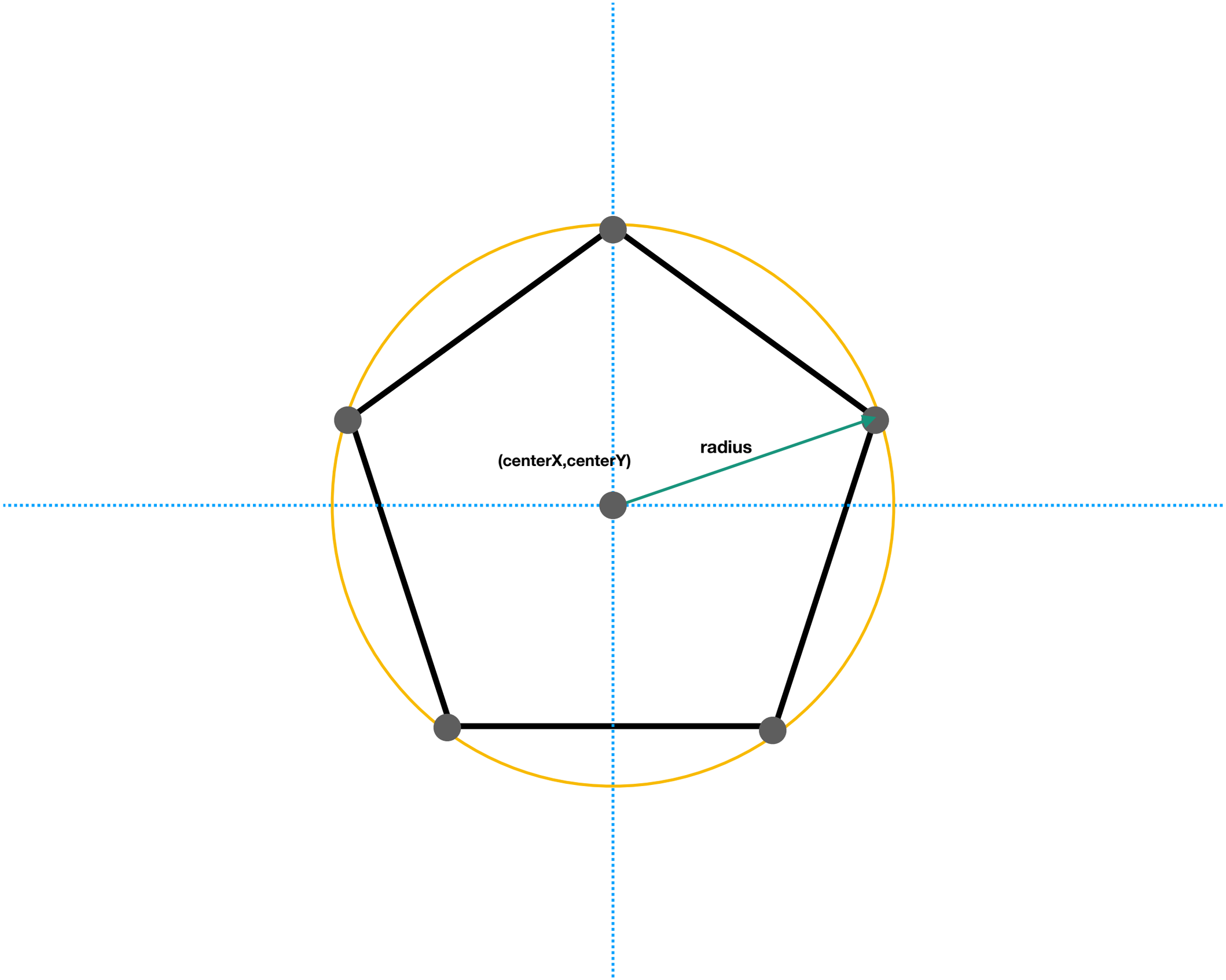


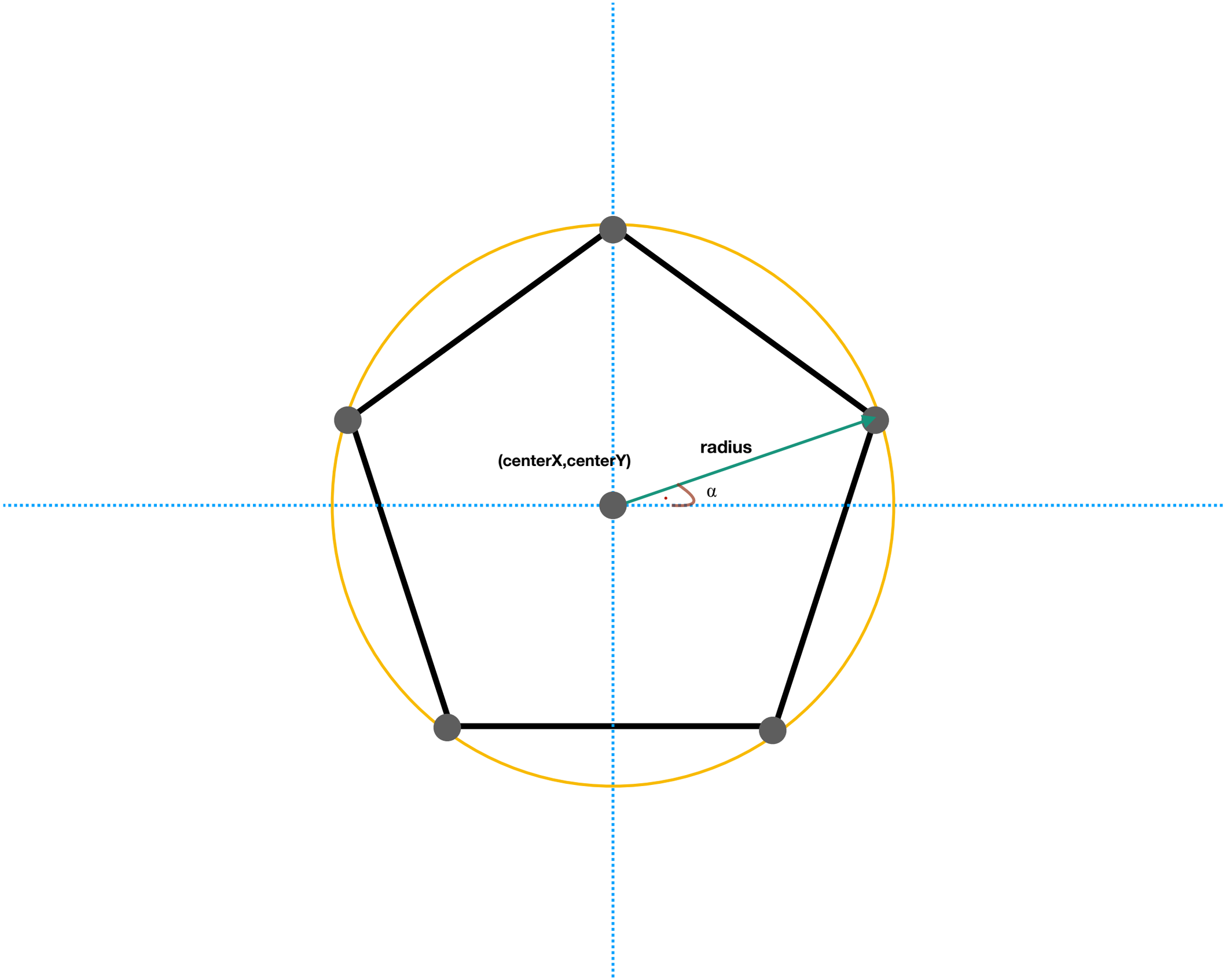


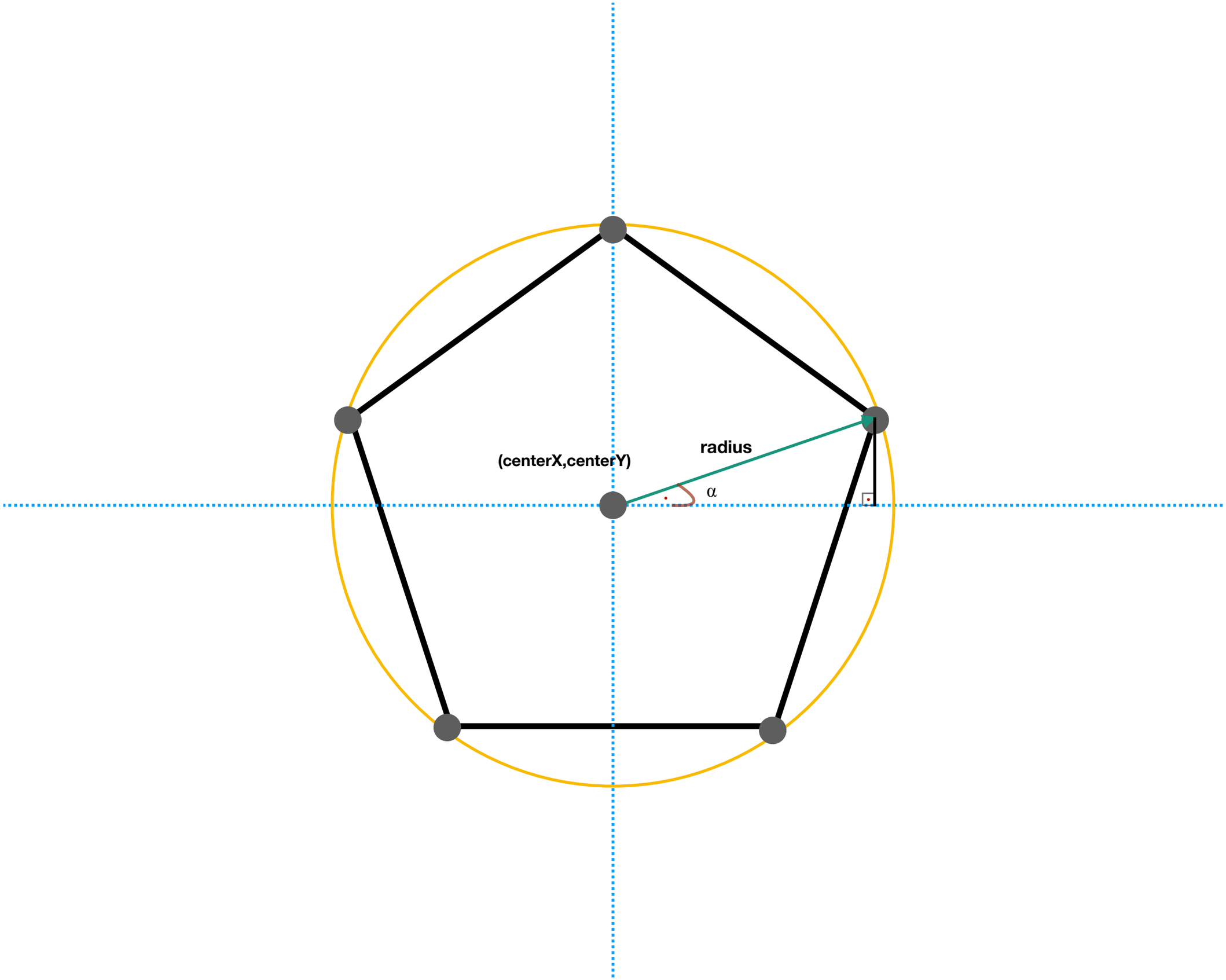


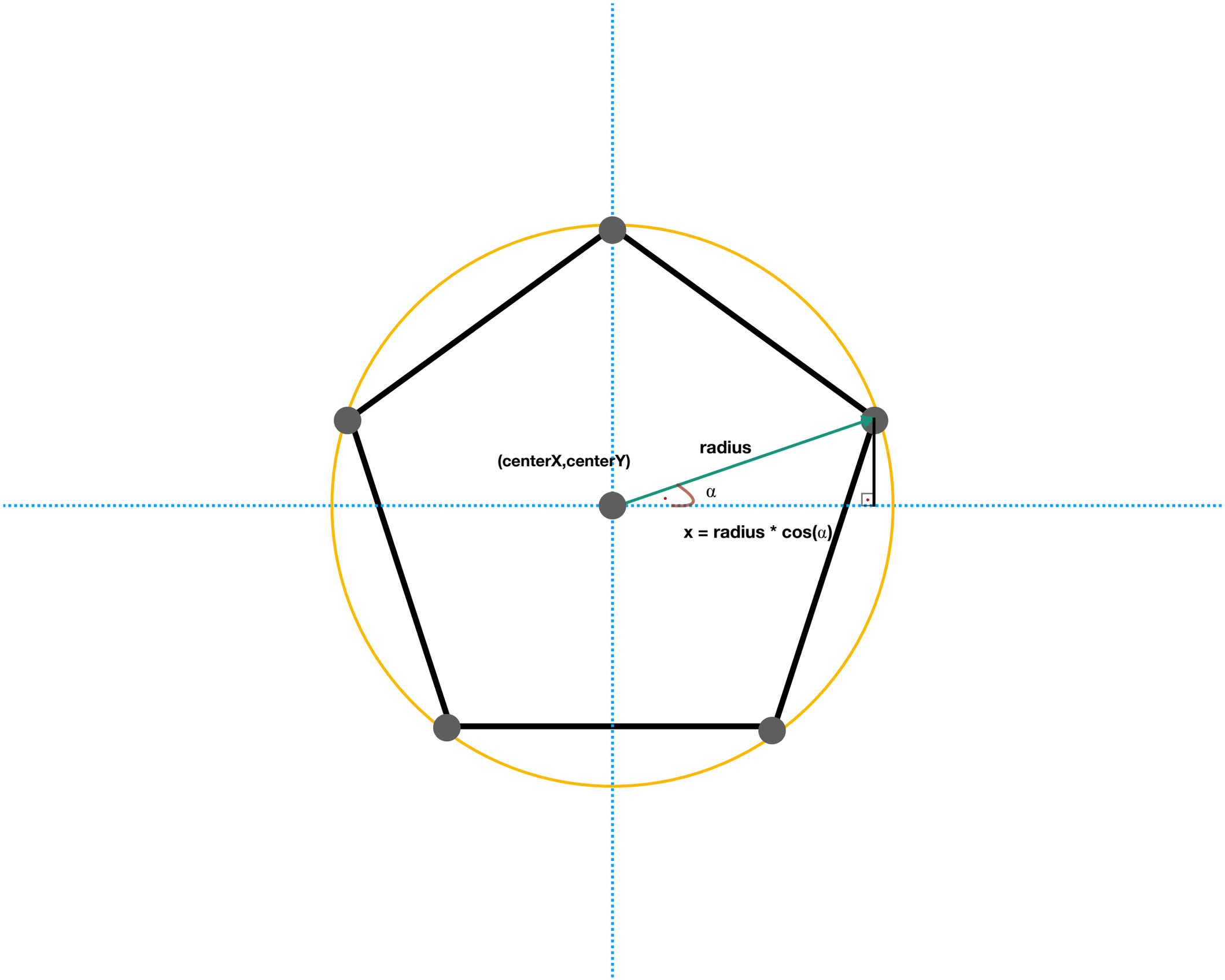

(centerX,centerY)

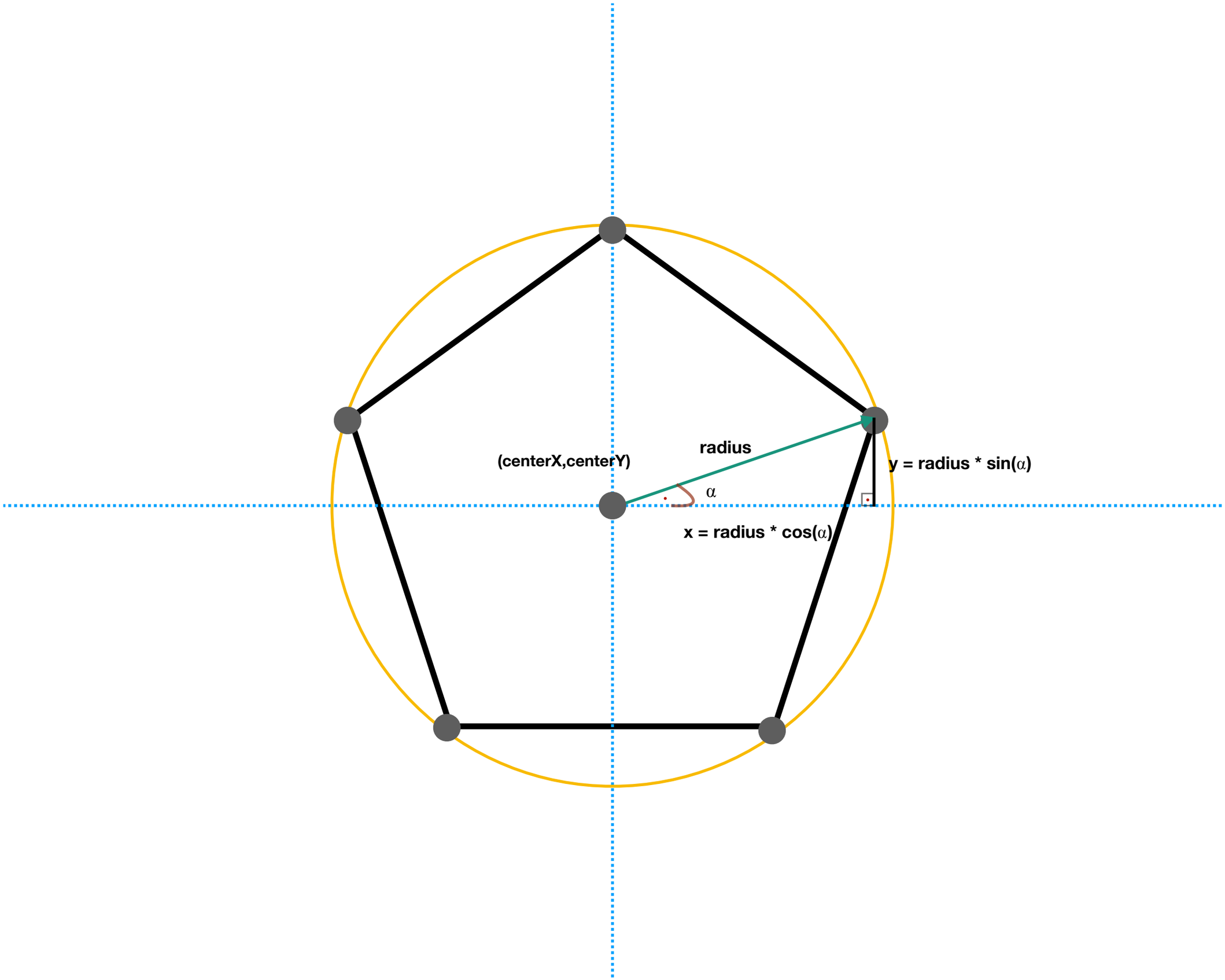

(centerX,centerY)

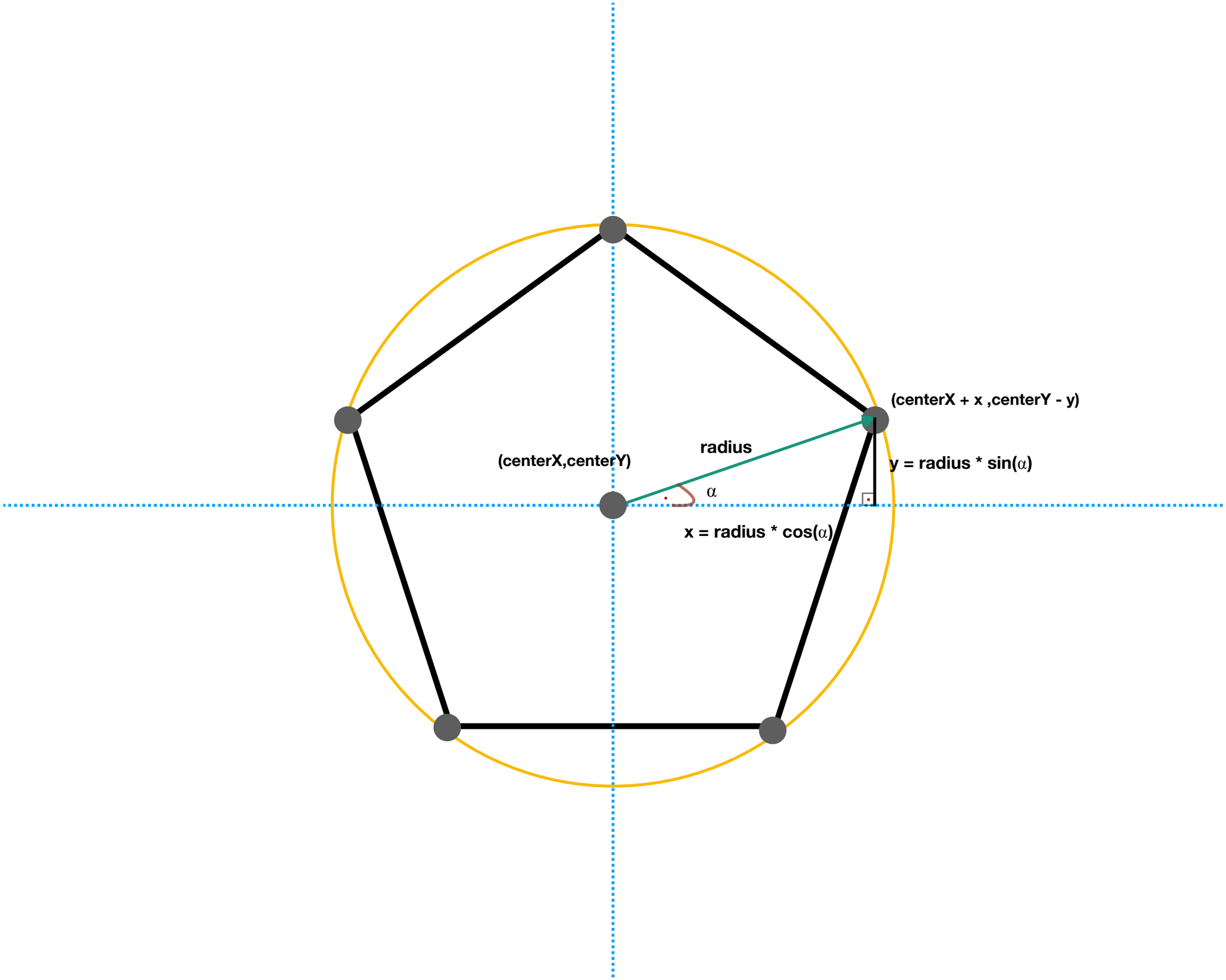

(centerX,centerY)
radius

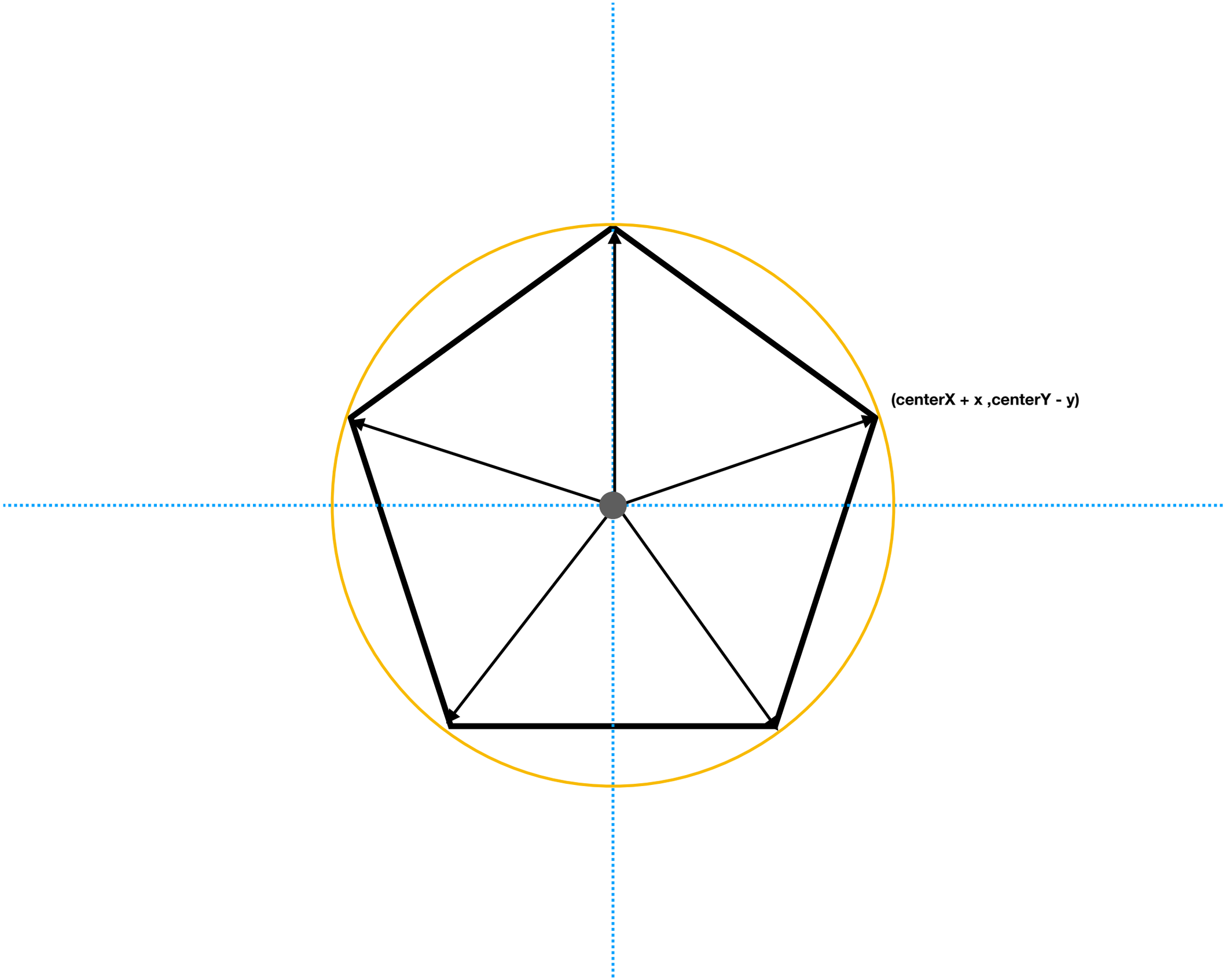

radius
(centerX,centerY)
α


radius
(centerX,centerY)
α

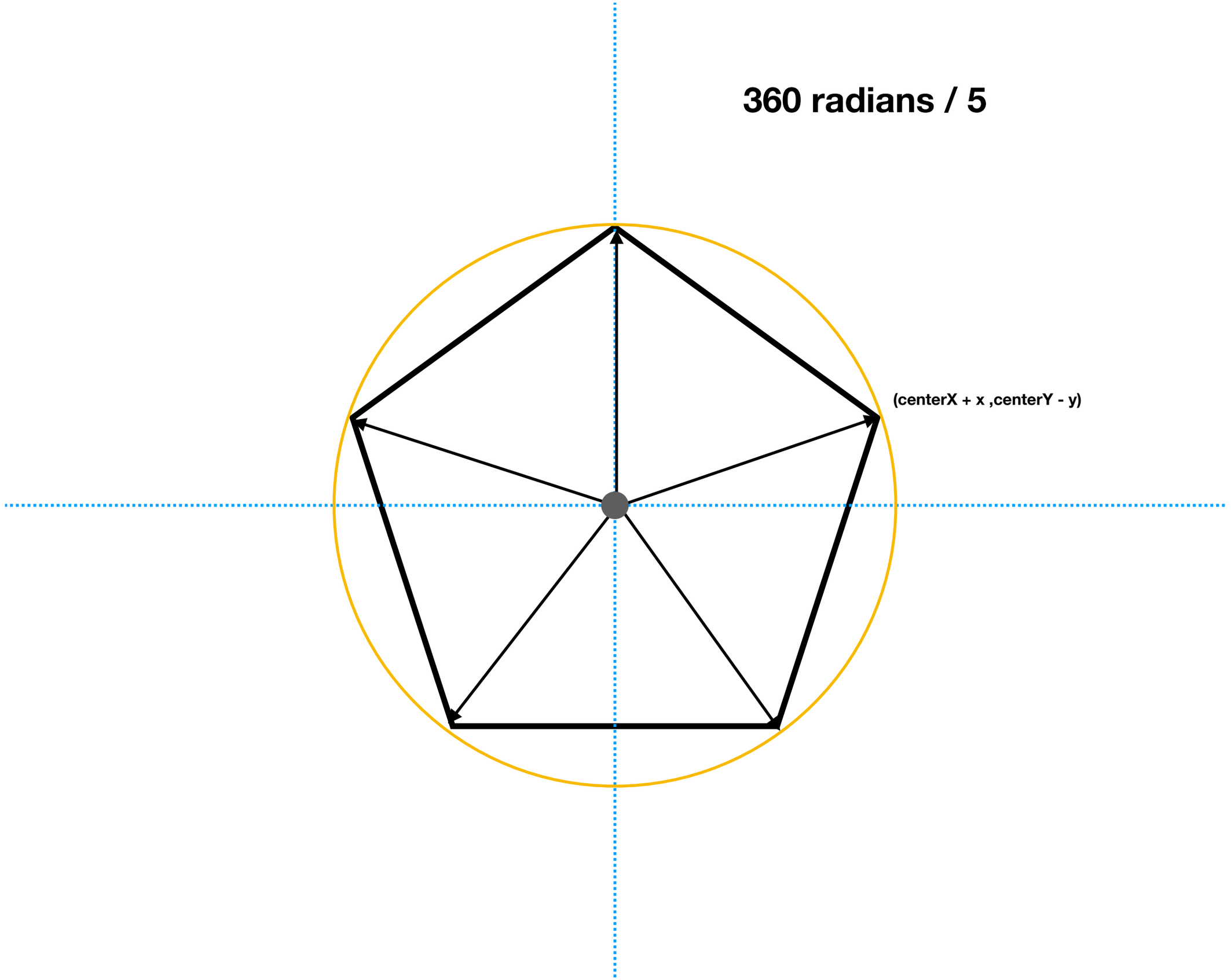

radius
(centerX,centerY)
α
x = radius * cos(α)


radius
(centerX,centerY)
α
y = radius * sin(α)
x = radius * cos(α)

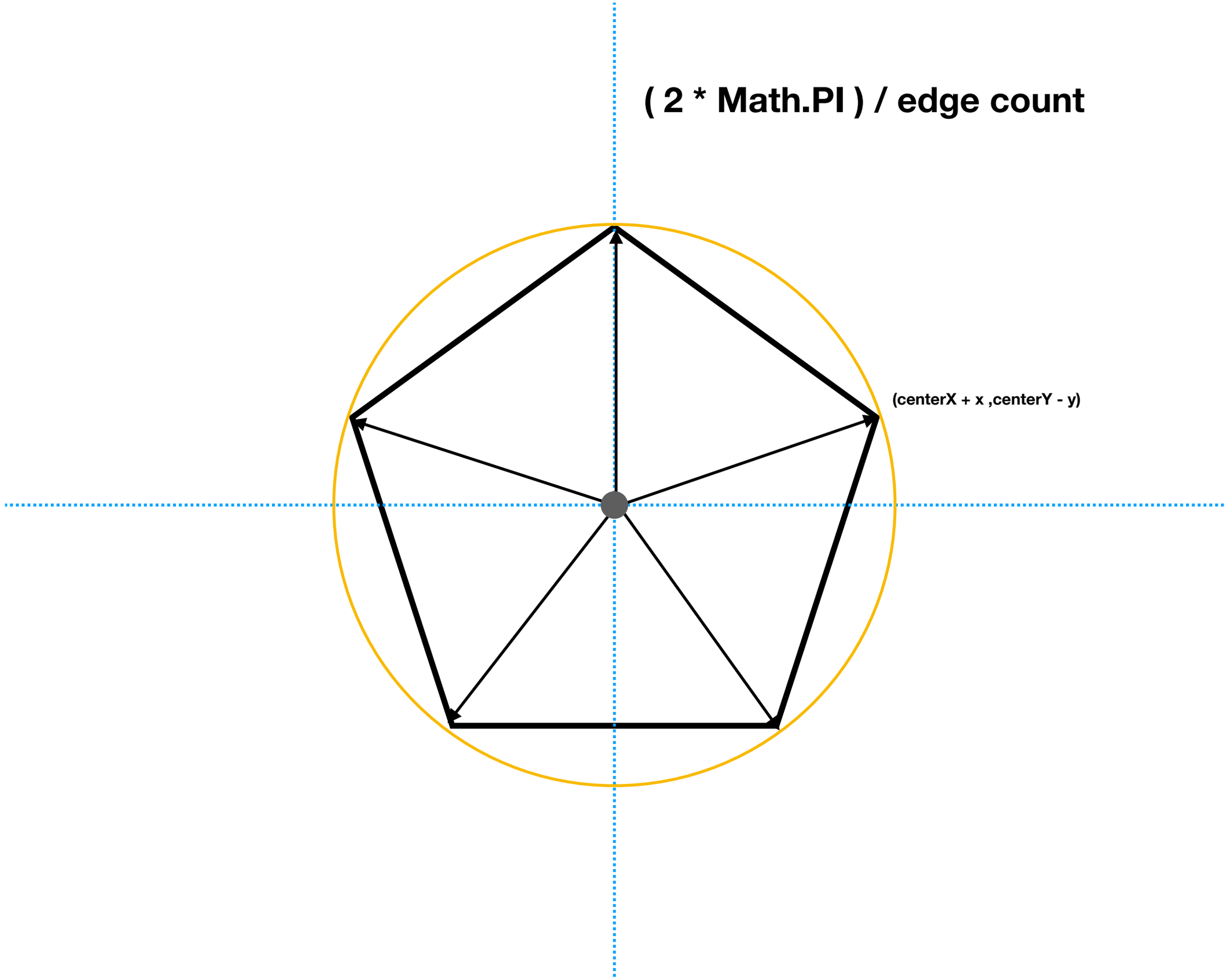

(centerX + x ,centerY - y)
radius
(centerX,centerY)
y = radius * sin(α)
α
x = radius * cos(α)


(centerX + x ,centerY - y)

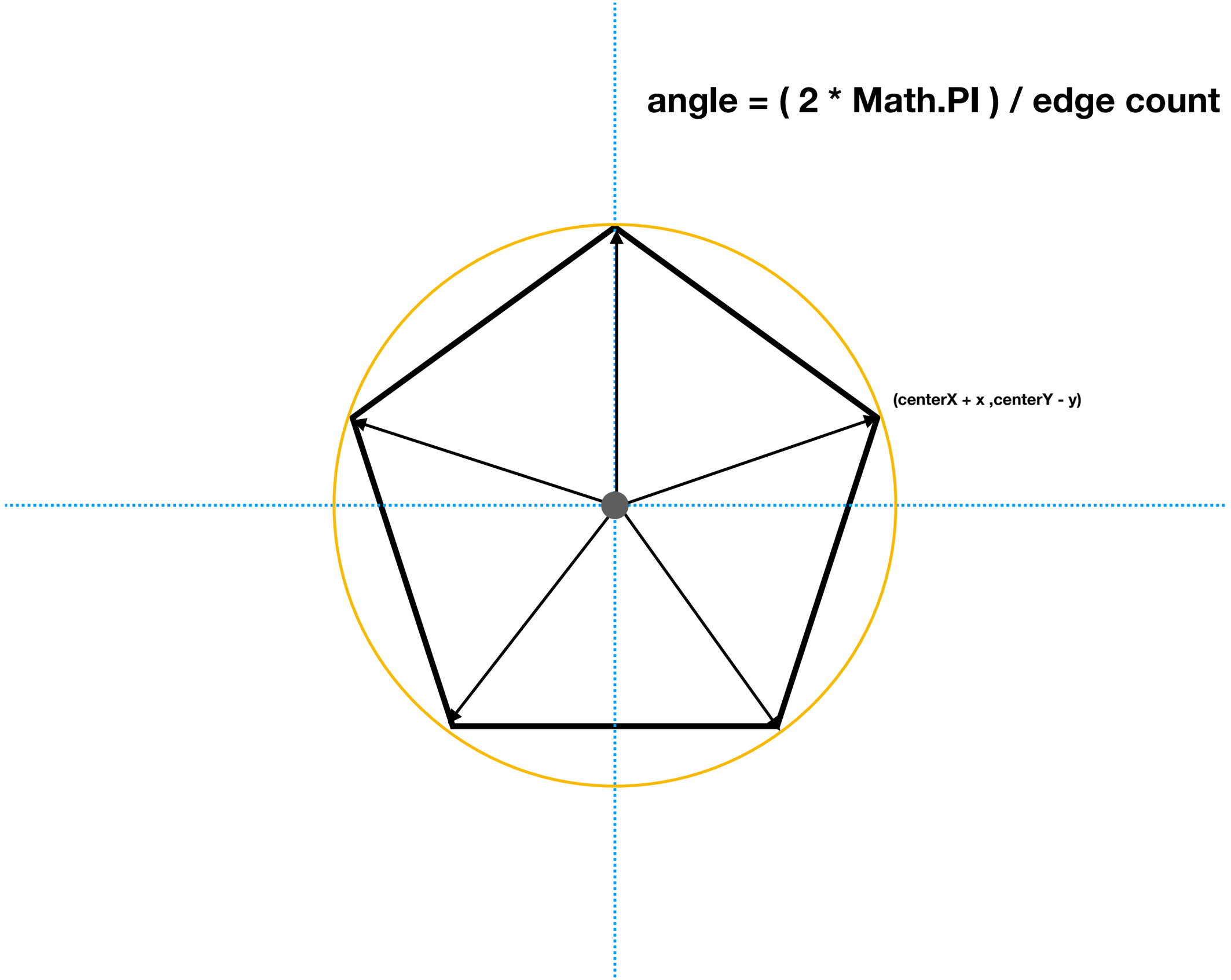
360 radians / 5



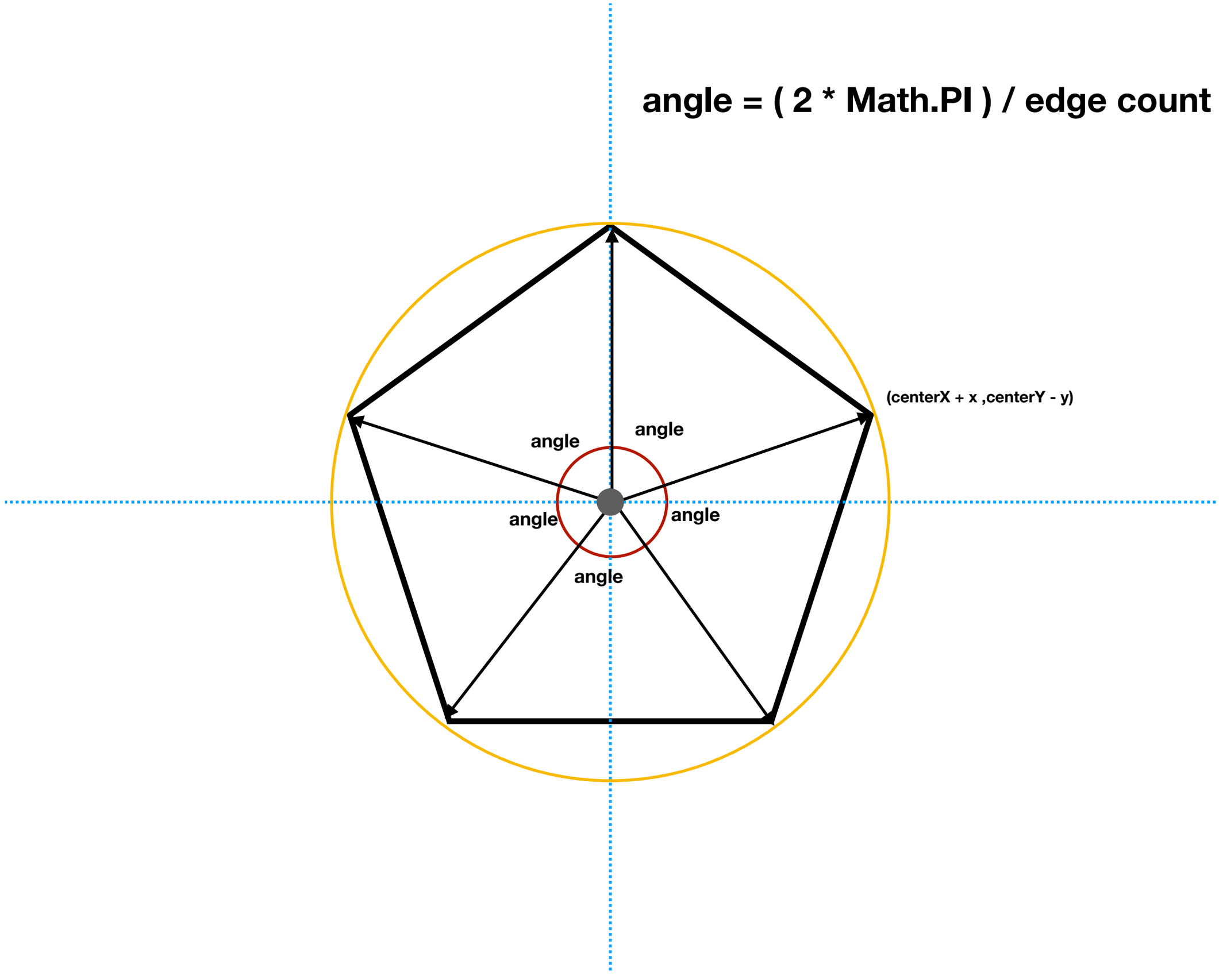
(2 * Math.PI) / edge count



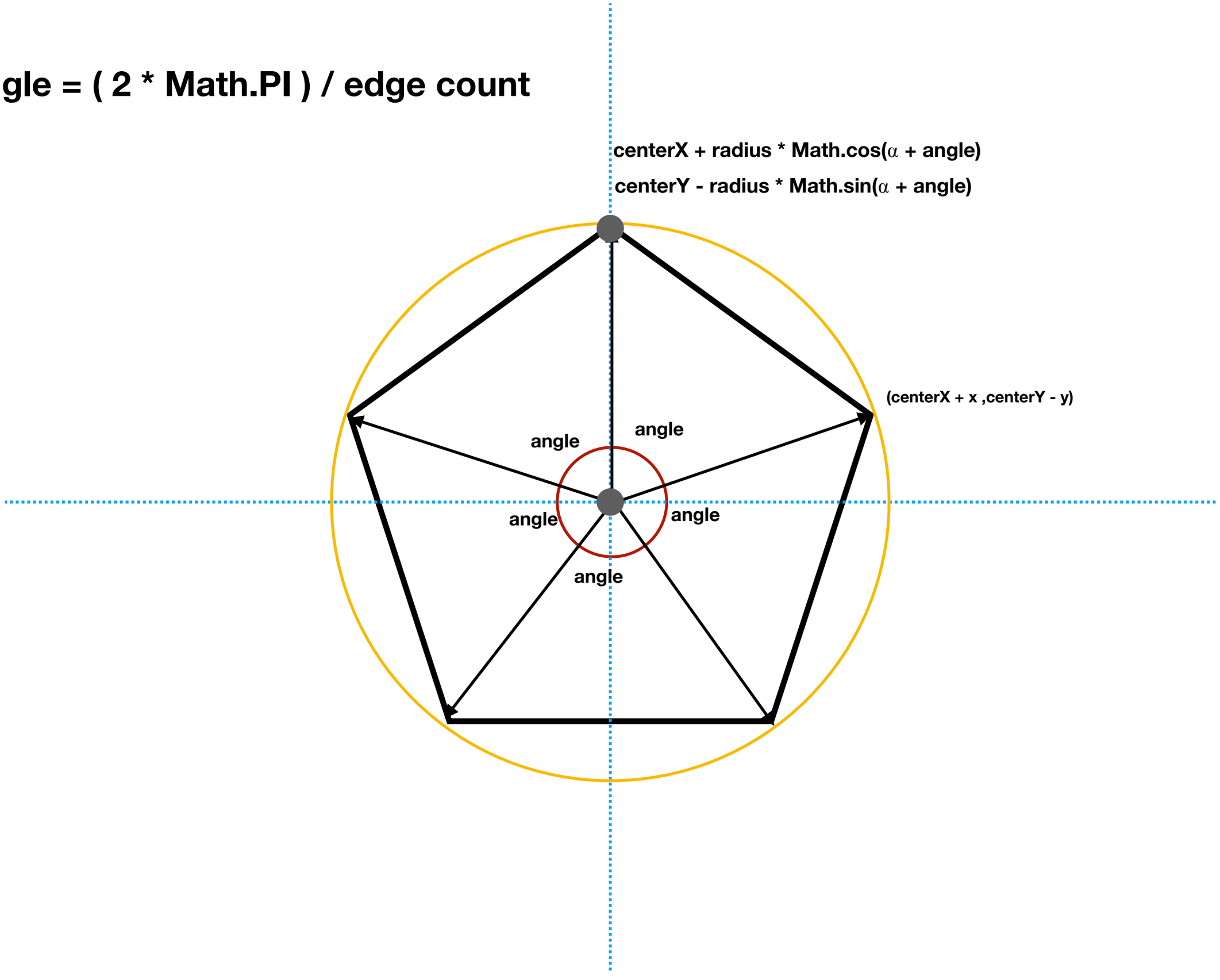
angle = (2 * Math.PI) / edge count



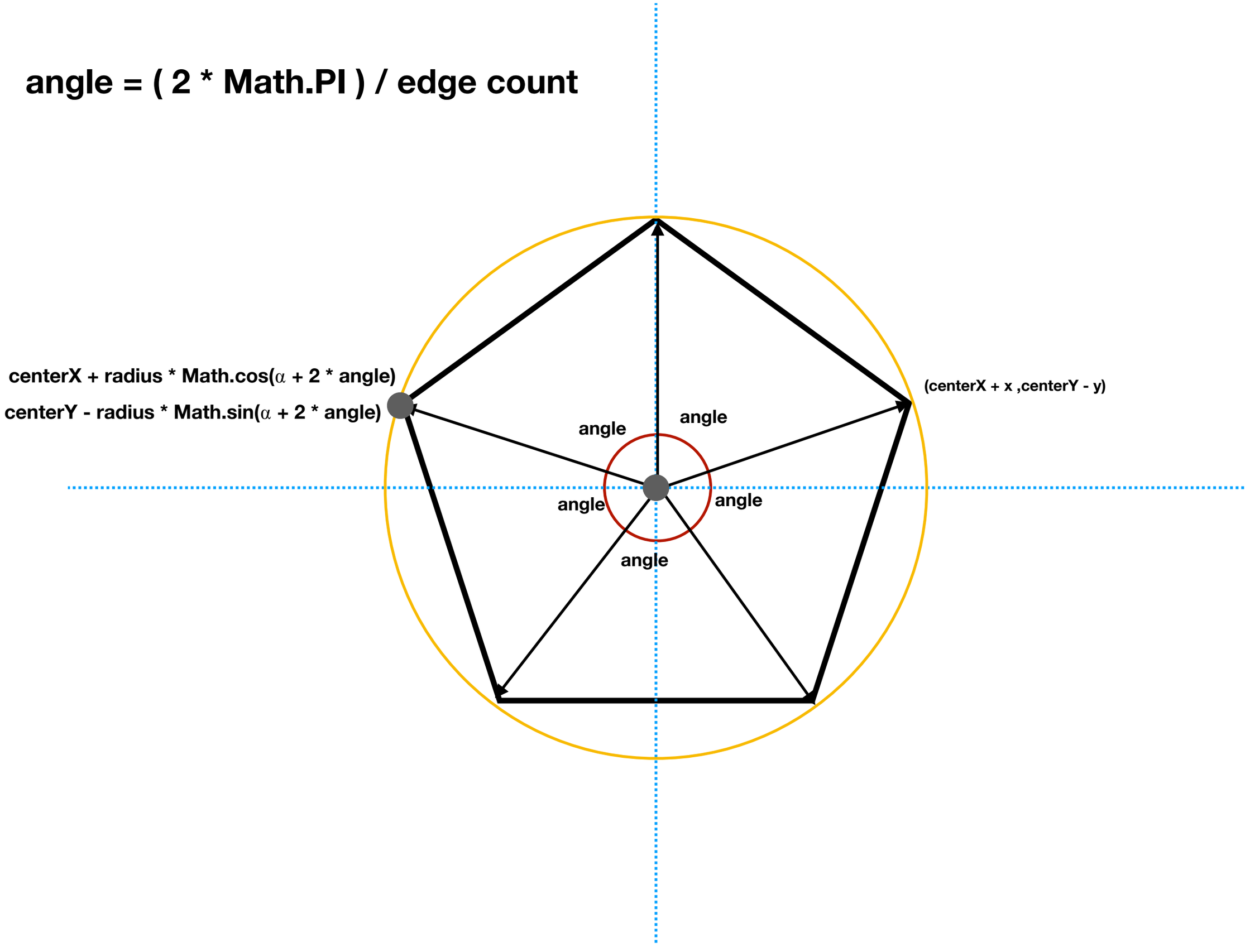
angle = (2 * Math.PI) / edge count



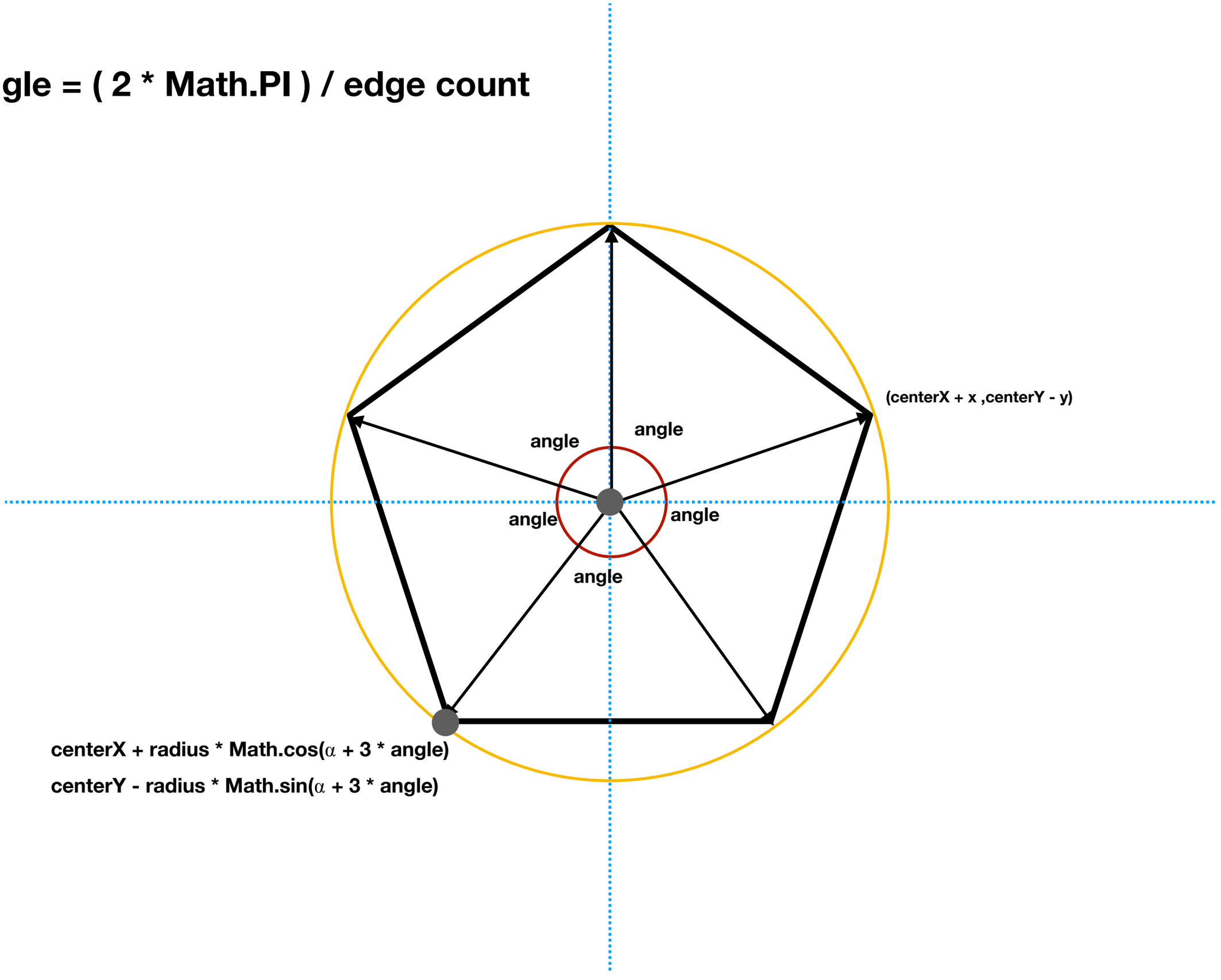
angle = (2 * Math.PI) / edge count



angle = (2 * Math.PI) / edge count



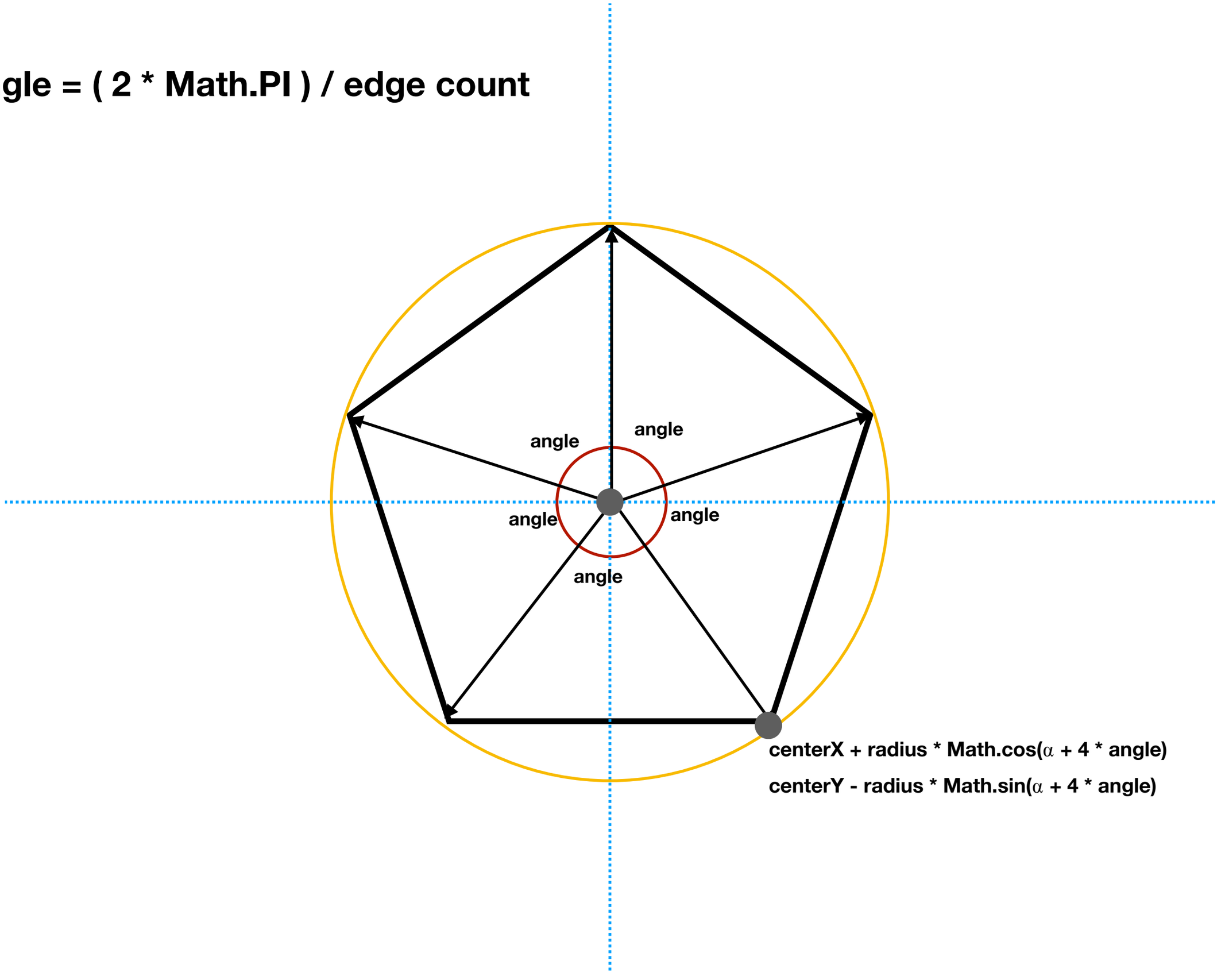
angle = (2 * Math.PI) / edge count



centerX + radius * Math.cos(α + 3 * angle)

centerY - radius * Math.sin(α + 3 * angle)

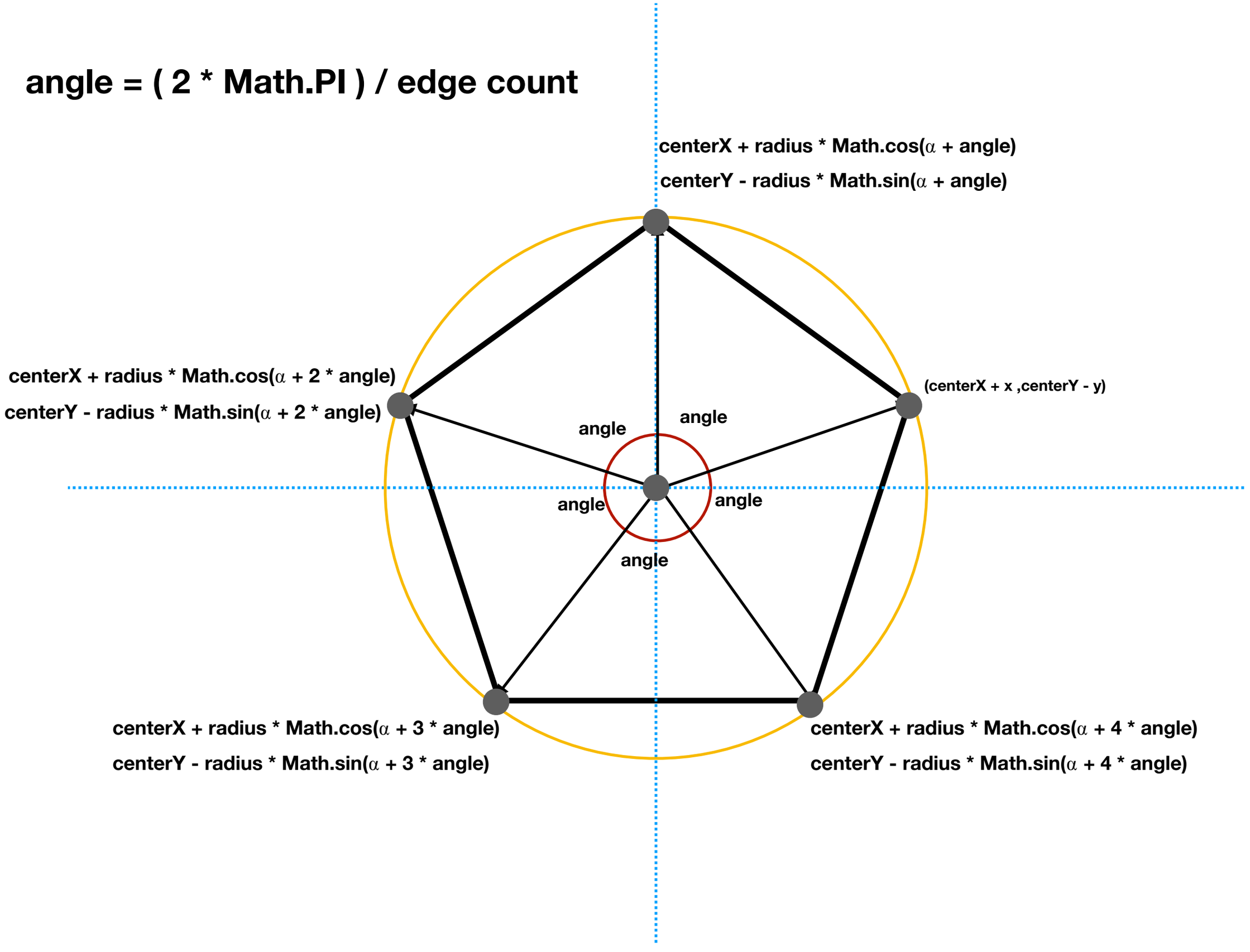
angle = (2 * Math.PI) / edge count



centerX + radius * Math.cos(α + 4 * angle)

centerY - radius * Math.sin(α + 4 * angle)

angle = (2 * Math.PI) / edge count



- centerX
- centerY
- startAngle
- radius