ГУАП

КАФЕДРА №14

ОТЧЕТ

ЗАЩИЩЕН С ОЦЕНКОЙ

ПРЕПОДАВАТЕЛЬ

Должность, уч. степень, звание подпись, дата инициалы, фамилия

**ОТЧЕТ О ЛАБОРАТОРНОЙ РАБОТЕ №4**

по курсу: КОМПЬЮТЕРНАЯ ГРАФИКА

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1. Формализация задачи

На основе лабораторной работы №3, реализовать алгоритм закраски нарисованной фигуры

2. Листинги

Файл main.rs

const WIDTH: u32 = 1280;

const HEIGHT: u32 = 720;

fn main() {

let w0 = WIDTH as f32 / 100.0;

let h0 = HEIGHT as f32 / 100.0;

// Create polygons

let mut polygons = vec![

Polygon::new(&Point2D::new(w0 \* 10.0, h0 \* 50.0), 30.0, 3, Color::RGB(255, 0, 0)),

Polygon::new(&Point2D::new(w0 \* 25.0, h0 \* 50.0), 50.0, 4, Color::RGB(0, 0, 255)),

Polygon::new(&Point2D::new(w0 \* 50.0, h0 \* 50.0), 100.0, 6, Color::RGB(0, 255, 0)),

Polygon::new(&Point2D::new(w0 \* 75.0, h0 \* 50.0), 50.0, 5, Color::RGB(0, 0, 255)),

Polygon::new(&Point2D::new(w0 \* 90.0, h0 \* 50.0), 30.0, 3, Color::RGB(255, 0, 0)),

];

// Start main loop

loop {

// Initialize variables

let mut dx = 0.0;

let mut dy = 0.0;

let mut scale = 1.0;

let mut angle = 0.0;

let mut fill = false;

// Poll presed keys

for key in events.keyboard\_state().pressed\_scancodes() {

match key {

W => dy -= 3.0,

S => dy += 3.0,

D => dx += 3.0,

A => dx -= 3.0,

Up => scale += 0.005,

Down => scale -= 0.005,

Left => angle -= 3.0,

Right => angle += 3.0,

F => fill = true,

\_ => (),

}

}

// Clear render buffer

renderer.set\_draw\_color(Color::RGB(0, 0, 0));

renderer.clear();

// Do affine transformations and draw

for poly in &mut polygons {

poly.translate(dx, dy);

poly.rotate(angle);

poly.scale(scale, scale);

poly.draw(&renderer);

if fill {

poly.fill(&renderer);

}

}

// Present render buffer

renderer.present();

}

}

Файл primitives/mod.rs

pub struct Point2D {

pub x: f32,

pub y: f32,

}

impl Point2D {

pub fn new(x: f32, y: f32) -> Point2D {

Point2D {

x: x,

y: y,

}

}

}

pub trait Primitive2D {

fn to\_matrix(&self) -> Matrix;

fn from\_matrix(&mut self, m: &Matrix);

fn anchor\_point(&self) -> Point2D;

fn set\_anchor\_point(&mut self, anchor: &Point2D);

fn translate(&mut self, dx: f32, dy: f32) {

let obj = self.to\_matrix();

let mut anchor = self.anchor\_point();

self.from\_matrix(

&(obj \*

Matrix::translation\_matrix(-anchor.x, -anchor.y) \*

Matrix::translation\_matrix(dx, dy) \*

Matrix::translation\_matrix(anchor.x, anchor.y))

);

// Moving anchor point by dx and dy

anchor.x += dx;

anchor.y += dy;

self.set\_anchor\_point(&anchor);

}

fn scale(&mut self, sx: f32, sy: f32) {

let obj = self.to\_matrix();

let anchor = self.anchor\_point();

self.from\_matrix(

&(obj \*

Matrix::translation\_matrix(-anchor.x, -anchor.y) \*

Matrix::scale\_matrix(sx, sy) \*

Matrix::translation\_matrix(anchor.x, anchor.y))

);

}

fn rotate(&mut self, angle: f32) {

let obj = self.to\_matrix();

let anchor = self.anchor\_point();

self.from\_matrix(

&(obj \*

Matrix::translation\_matrix(-anchor.x, -anchor.y) \*

Matrix::rotation\_matrix(angle) \*

Matrix::translation\_matrix(anchor.x, anchor.y))

);

}

/\* Draw the object on screen \*/

fn draw(&self, renderer: &Renderer);

fn fill(&seld, renderer: &Renderer);

}

Файл matrix.rs

pub struct Matrix {

pub matrix: Vec<[f32; 3]>,

}

impl Matrix {

pub fn new(rows: Vec<[f32; 3]>) -> Matrix {

Matrix {

matrix: rows

}

}

}

impl Mul for Matrix {

type Output = Matrix;

fn mul(self, \_rhs: Matrix) -> Matrix {

let rows\_cnt = self.matrix.len();

let mut new = Matrix::null\_matrix(rows\_cnt);

for row in 0..rows\_cnt {

for col in 0..3 {

for inner in 0..3 {

new.matrix[row][col] += self.matrix[row][inner] \*

\_rhs.matrix[inner][col];

}

}

}

return new;

}

}

impl Matrix {

#[inline]

pub fn null\_matrix(rows: usize) -> Matrix {

let mut vec = Vec::with\_capacity(rows);

for \_ in 0..rows {

vec.push([0.0, 0.0, 0.0]);

}

Matrix::new(vec)

}

#[inline]

pub fn identity\_matrix() -> Matrix { /\* ... \*/ }

#[inline]

pub fn translation\_matrix(dx: f32, dy: f32) -> Matrix { /\* ... \*/ }

#[inline]

pub fn scale\_matrix(sx: f32, sy: f32) -> Matrix { /\* ... \*/ }

#[inline]

pub fn rotation\_matrix(angle: f32) -> Matrix { /\* ... \*/ }

Файл polygon.rs

pub struct Polygon {

vertices: Vec<Point2D>,

anchor: Point2D,

color: Color

}

impl Polygon {

pub fn new(center: &Point2D, radius: f32, cnt: usize, color: Color) -> Polygon { /\* ... \*/ }

impl Primitive2D for Polygon {

fn to\_matrix(&self) -> Matrix { /\* ... \*/ }

fn from\_matrix(&mut self, m: &Matrix) { /\* ... \*/ }

fn anchor\_point(&self) -> Point2D { /\* ... \*/ }

fn set\_anchor\_point(&mut self, anchor: &Point2D) { /\* ... \*/ }

fn draw(&self, renderer: &Renderer) { /\* ... \*/ }

fn fill(&self, renderer: &Renderer) {

let is\_inside = |x: i16, y: i16| -> bool {

let v\_cnt = self.vertices.len();

let mut j = v\_cnt - 1;

let mut c = false;

let p = &self.vertices;

for i in 0..v\_cnt {

let pix = p[i].x as i16;

let piy = p[i].y as i16;

let pjx = p[j].x as i16;

let pjy = p[j].y as i16;

if (((piy <= y) && (y < pjy)) || ((pjy <= y) && (y < piy)))

&& (x > (pjx - pix) \* (y - piy) / (pjy - piy) + pix) {

c = !c;

}

j = i;

}

return c;

};

let minx = self.vertices.iter().minX() as i16;

let miny = self.vertices.iter().minY() as i16;

let maxx = self.vertices.iter().maxX() as i16;

let maxy = self.vertices.iter().minY() as i16;

let color = self.color.as\_u32();

for y in miny..maxy {

for x in minx..maxx {

if is\_inside(x, y) {

unsafe {

ll::pixelColor(renderer.raw(), x, y, color);

}

}

}

}

}

3. Скриншот

