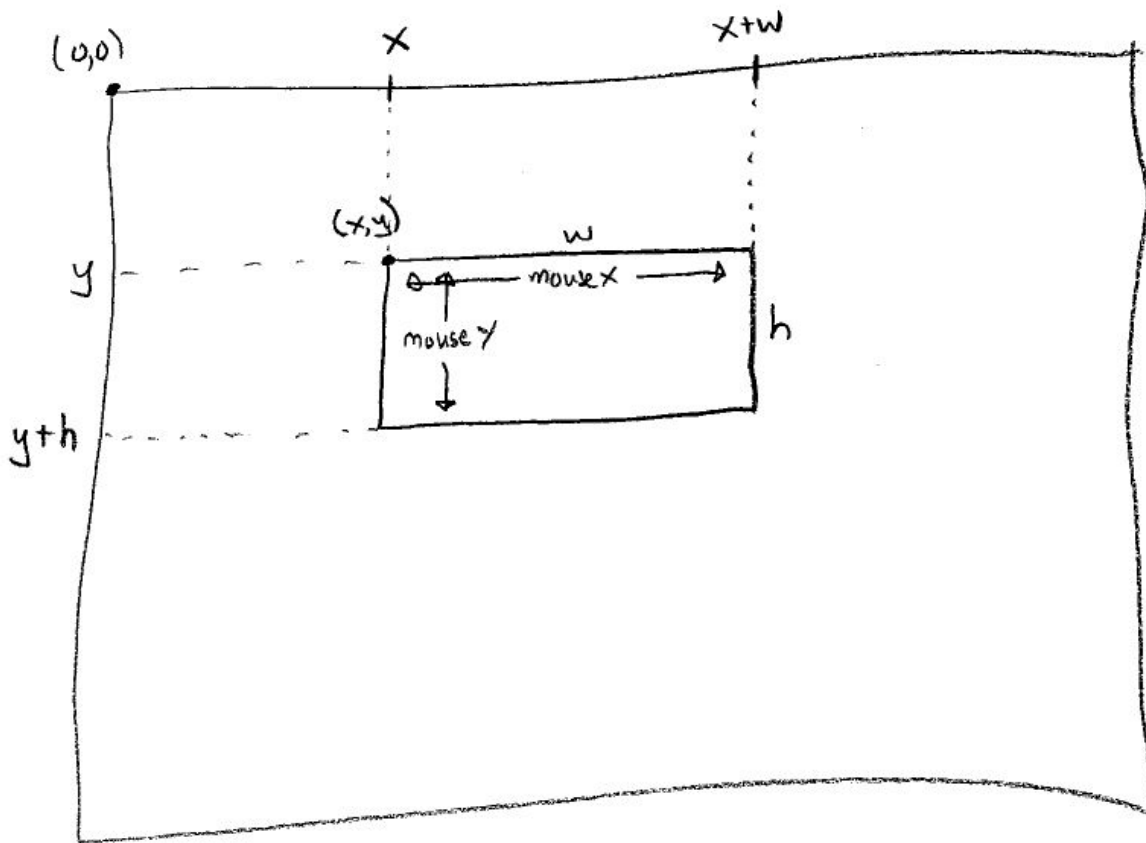


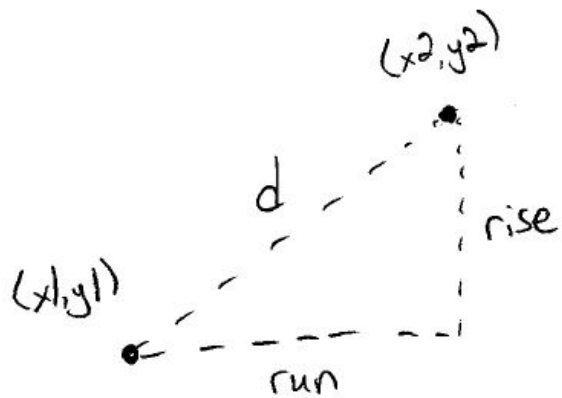
CLICK DETECTION OF CIRCLES / RECTANGLES

HINT: Click Detection of a Rectangle



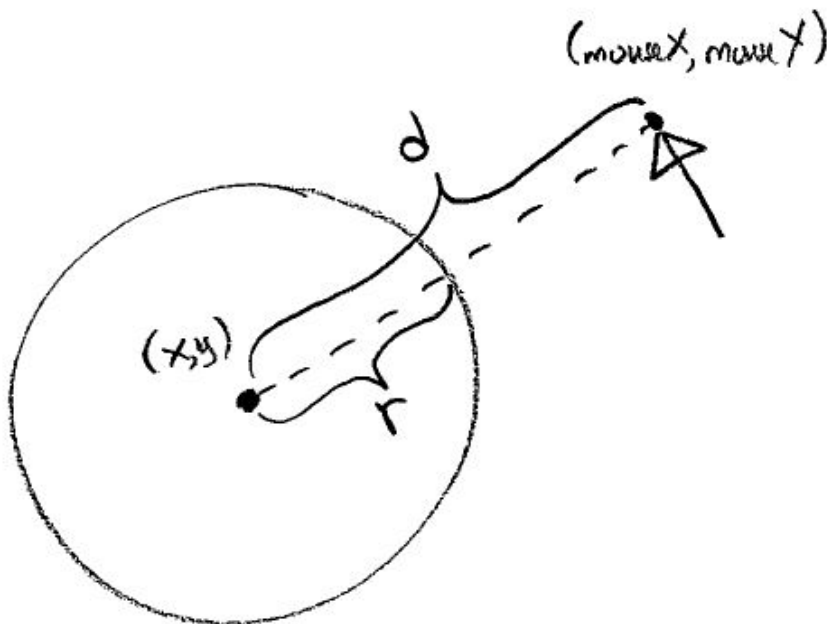
HINT: Click Detection of a Circle

First you need to be able to determine the distance between two points...



$$d^2 = \text{run}^2 + \text{rise}^2$$

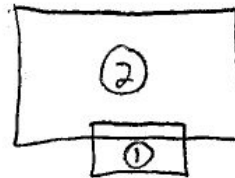
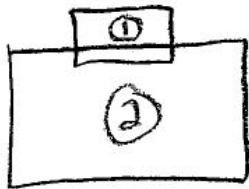
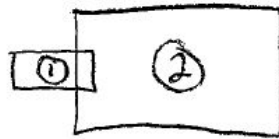
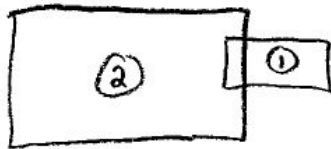
then...



COLLISION DETECTION OF CIRCLES / RECTANGLES

HINT: Collision of Rectangles

Edges ✓



HINT: Collision of Circles

