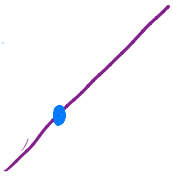
Test of Point.intersect(Point)

Case 1:
Point p1 = new Point(1, 1);
Point p2 = new Point(1, 1);
Expected Result: True
Code Result: True
Test Result: Pass

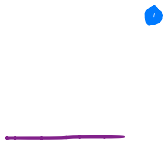
Case 2:
Point p1 = new Point(0, 0);
Point p2 = new Point(5, 4);
Expected Result: False
Code Result: False
Test Result: Pass

Test of Point.intersect(LineSeg)

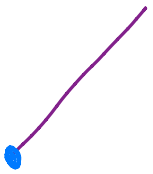
Case 1:
Point p1 = new Point(1, 2);
LineSeg l1 = new LineSeg(new Point(0, 1), new Point(3, 4));
Expected Result: True
Code Result: True
Test Result: Pass



Case 2:
Point p1 = new Point(4, 5);
LineSeg l1 = new LineSeg(new Point(1, 0), new Point(3, 0));
Expected Result: False
Code Result: False
Test Result: Pass

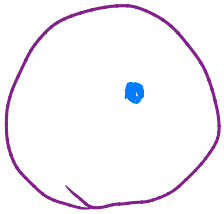


Case 3:
Point p1 = new Point(0, 1);
LineSeg l1 = new LineSeg(new Point(0, 1), new Point(3, 4));
Expected Result: True
Code Result: True
Test Result: Pass

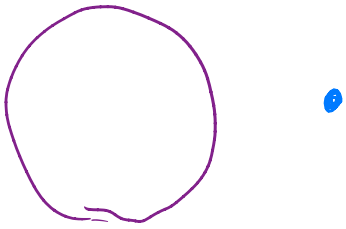


Test of Point.intersect(Circle)

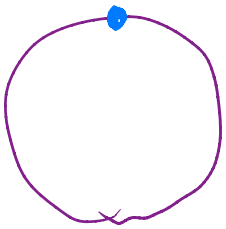
Case 1:
Point p1 = new Point(1, 1);
Circle c1 = new Circle(new Point(0, 0), 5f);
Expected Result: True
Code Result: True
Test Result: Pass



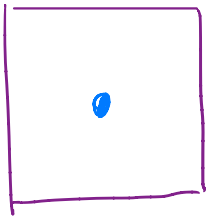
Case 2:
Point p1 = new Point(10, 1);
Circle c1 = new Circle(new Point(0, 0), 5f);
Expected Result: False
Code Result: False
Test Result: Pass



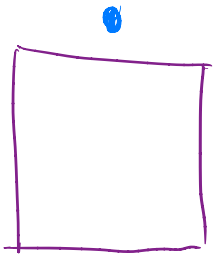
Case 3:
Point p1 = new Point(0, 5);
Circle c1 = new Circle(new Point(0, 0), 5f);
Expected Result: True
Code Result: True
Test Result: Pass



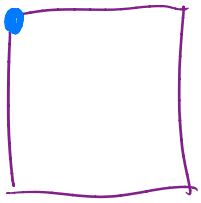
Test of Point.intersect(Rectangle)
Case 1:
Point p1 = new Point(2, 2);
Rectangle c1 = new Rectangle(1, 3, 3, 1);
Expected Result: True
Code Result: True
Test Result: Pass



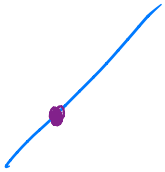
Case 2:
Point p1 = new Point(2, 6);
Rectangle c1 = new Rectangle(1, 3, 3, 1);
Expected Result: False
Code Result: False
Test Result: Pass



Case 3:
Point p1 = new Point(1, 3);
Rectangle c1 = new Rectangle(1, 3, 3, 1);
Expected Result: True
Code Result: True
Test Result: Pass

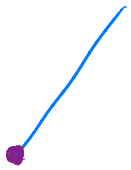


Test of LineSeg.intersect(Point)
Case 1:
LineSeg l1 = new LineSeg(new Point(0, 1), new Point(3, 4));
Point p1 = new Point(1, 2);
Expected Result: True
Code Result: True
Test Result: Pass

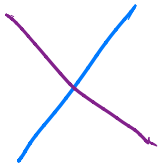


Case 2:
LineSeg l1 = new LineSeg(new Point(1, 0), new Point(3, 0));
Point p1 = new Point(4, 5);
Expected Result: False
Code Result: False
Test Result: Pass

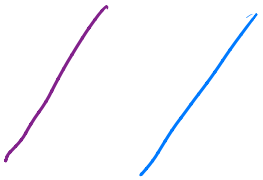
Case 3:
LineSeg l1 = new LineSeg(new Point(0, 1), new Point(3, 4));
Point p1 = new Point(0, 1);
Expected Result: True
Code Result: True
Test Result: Pass



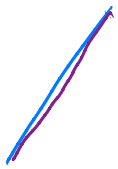
Test of LineSeg.intersect(LineSeg)
Case 1:
LineSeg l1 = new LineSeg(new Point(0, 0), new Point(3, 3));
LineSeg l2 = new LineSeg(new Point(0, 3), new Point(3, 0));
Expected Result: True
Code Result: True
Test Result: Pass



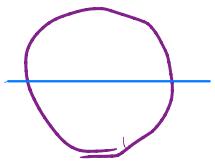
Case 2:
LineSeg l1 = new LineSeg(new Point(0, 0), new Point(3, 3));
LineSeg l2 = new LineSeg(new Point(0, 3), new Point(-3, 0));
Expected Result: False
Code Result: False
Test Result: Pass



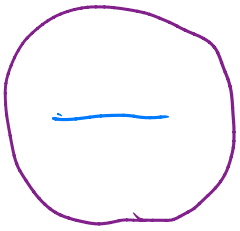
Case 3:
LineSeg l1 = new LineSeg(new Point(0, 3), new Point(3, 3));
LineSeg l2 = new LineSeg(new Point(0, 3), new Point(3, 3));
Expected Result: True
Code Result: True
Test Result: Pass



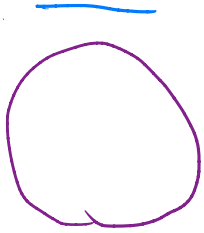
Test of LineSeg.intersect(Circle)
Case 1:
LineSeg l1 = new LineSeg(new Point(-3, 0), new Point(3, 0));
Circle c1 = new Circle(new Point(0, 0), 2f));
Expected Result: True
Code Result: True
Test Result: Pass



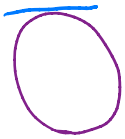
Case 2:
LineSeg l1 = new LineSeg(new Point(-3, 0), new Point(3, 0));
Circle c1 = new Circle(new Point(0, 0), 8f));
Expected Result: True
Code Result: True
Test Result: Pass



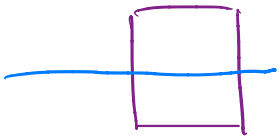
Case 3:
LineSeg l1 = new LineSeg(new Point(-3, 10), new Point(3, 10));
Circle c1 = new Circle(new Point(0, 0), 8f));
Expected Result: False
Code Result: False
Test Result: Pass



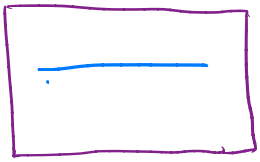
Case 4:
LineSeg l1 = new LineSeg(new Point(-3, 0), new Point(3, 0));
Circle c1 = new Circle(new Point(0, -2), 2f));
Expected Result: True
Code Result: False
Test Result: Fail



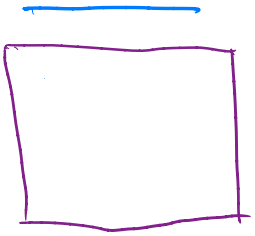
Test of LineSeg.intersect(Rectangle)
Case 1:
LineSeg l1 = new LineSeg(new Point(-3, 1), new Point(3, 1));
Rectangle r1 = new Rectangle(0, 2, 2, -1);
Expected Result: True
Code Result: True
Test Result: Pass



Case 2:
LineSeg l1 = new LineSeg(new Point(-3, 1), new Point(3, 1));
Rectangle r1 = new Rectangle(-4, 4, 2, -1);
Expected Result: True
Code Result: True
Test Result: Pass

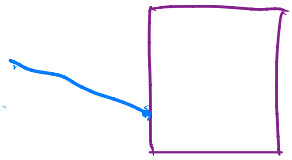


Case 3:
LineSeg l1 = new LineSeg(new Point(-3, 3), new Point(3, 3));
Rectangle r1 = new Rectangle(-4, 4, 2, -1);
Expected Result: False
Code Result: False
Test Result: Pass



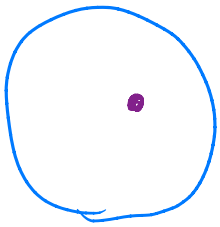
Case 4:

LineSeg l1 = new LineSeg(new Point(-3, 1), new Point(0, 0));
Rectangle r1 = new Rectangle(0, 2, 2, -1);
Expected Result: False
Code Result: True
Test Result: Fail

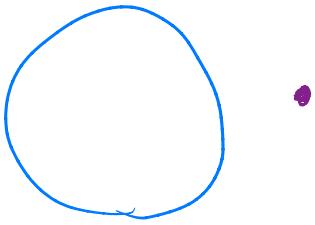


Test of Circle.intersect(Point)

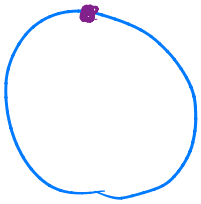
Case 1:
Circle c1 = new Circle(new Point(0, 0), 5f);
Point p1 = new Point(1, 1);
Expected Result: True
Code Result: True
Test Result: Pass



Case 2:
Circle c1 = new Circle(new Point(0, 0), 5f);
Point p1 = new Point(10, 1);
Expected Result: False
Code Result: False
Test Result: Pass

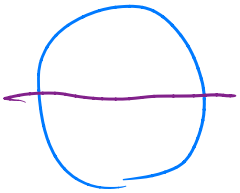


Case 3:
Circle c1 = new Circle(new Point(0, 0), 5f);
Point p1 = new Point(0, 5);
Expected Result: True
Code Result: True
Test Result: Pass

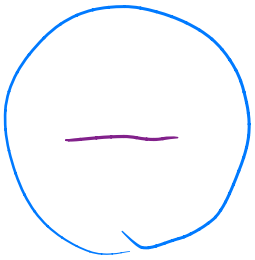


Test of Circle.intersect(LineSeg)

Case 1:
Circle c1 = new Circle(new Point(0, 0), 2f));
LineSeg l1 = new LineSeg(new Point(-3, 0), new Point(3, 0));
Expected Result: True
Code Result: True
Test Result: Pass

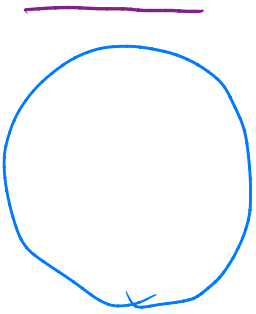


Case 2:
Circle c1 = new Circle(new Point(0, 0), 8f));
LineSeg l1 = new LineSeg(new Point(-3, 0), new Point(3, 0));
Expected Result: True
Code Result: True
Test Result: Pass

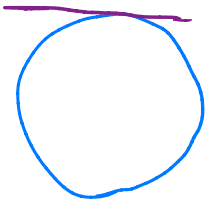


Case 3:

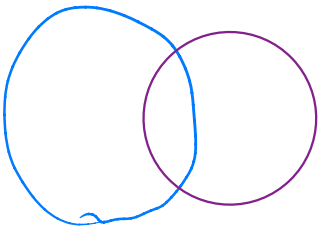
Circle c1 = new Circle(new Point(0, 0), 8f));
LineSeg l1 = new LineSeg(new Point(-3, 10), new Point(3, 10));
Expected Result: False
Code Result: False
Test Result: Pass



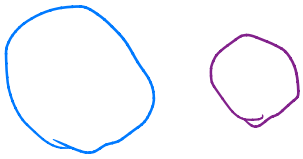
Case 4:
Circle c1 = new Circle(new Point(0, -2), 2f));
LineSeg l1 = new LineSeg(new Point(-3, 0), new Point(3, 0));
Expected Result: True
Code Result: False
Test Result: Fail



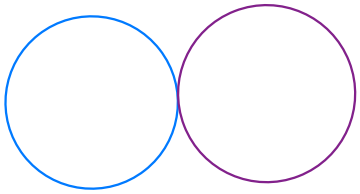
Test of Circle.intersect(Circle)
Case 1:
Circle c1 = new Circle(new Point(-1, 0), 3f));
Circle c2 = new Circle(new Point(1, 0), 2f));
Expected Result: True
Code Result: True
Test Result: Pass



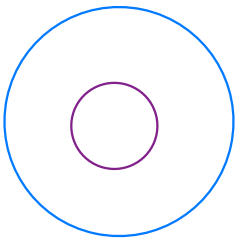
Case 2:
Circle c1 = new Circle(new Point(-1, 0), 3f));
Circle c2 = new Circle(new Point(4, 0), 1f));
Expected Result: False
Code Result: False
Test Result: Pass



Case 3:
Circle c1 = new Circle(new Point(-2, 0), 2f));
Circle c2 = new Circle(new Point(2, 0), 2f));
Expected Result: False
Code Result: False
Test Result: Pass

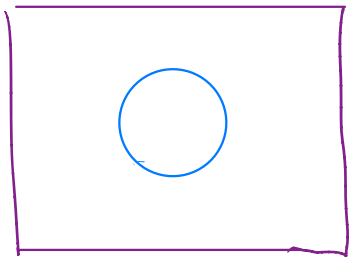


Case 4:
Circle c1 = new Circle(new Point(0, 0), 3f));
Circle c2 = new Circle(new Point(0, 0), 1f));
Expected Result: True
Code Result: True
Test Result: Pass

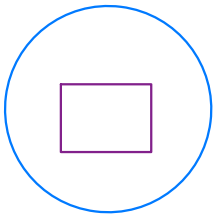


Test of Circle.intersect(Rectangle)
Case 1:

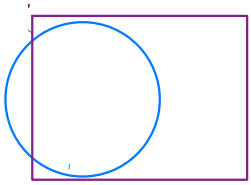
Circle c1 = new Circle(new Point(0, 0), 1f));
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Expected Result: True
Code Result: True
Test Result: Pass



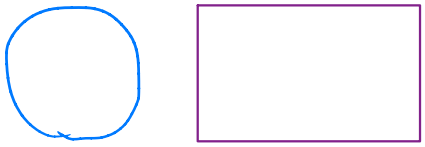
Case 2:
Circle c1 = new Circle(new Point(0, 0), 20f));
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Expected Result: True
Code Result: True
Test Result: Pass



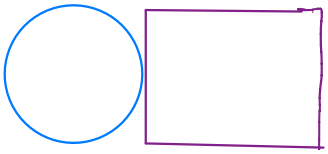
Case 3:
Circle c1 = new Circle(new Point(-4, 0), 3f));
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Expected Result: True
Code Result: True
Test Result: Pass



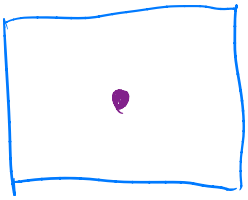
Case 4:
Circle c1 = new Circle(new Point(-7, 0), 3f));
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Expected Result: False
Code Result: False
Test Result: Pass



Case 5:
Circle c1 = new Circle(new Point(-3, 0), 3f));
Rectangle r1 = new Rectangle(0, 3, 3, -3);
Expected Result: False
Code Result: False
Test Result: Pass

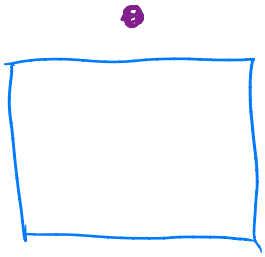


Test of Rectangle.intersect(Point)
Case 1:
Rectangle c1 = new Rectangle(1, 3, 3, 1);
Point p1 = new Point(2, 2);
Expected Result: True
Code Result: True
Test Result: Pass

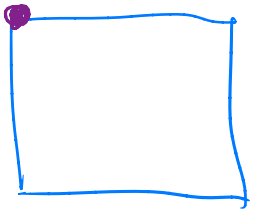


Case 2:
Rectangle c1 = new Rectangle(1, 3, 3, 1);

Point p1 = new Point(2, 6);
Expected Result: False
Code Result: False
Test Result: Pass

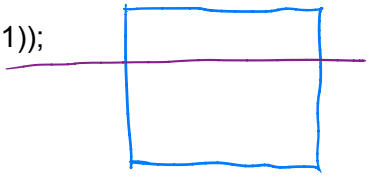


Case 3:
Rectangle c1 = new Rectangle(1, 3, 3, 1);
Point p1 = new Point(1, 3);
Expected Result: True
Code Result: True
Test Result: Pass

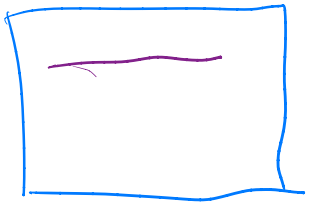


Test of Rectangle.intersect(LineSeg)

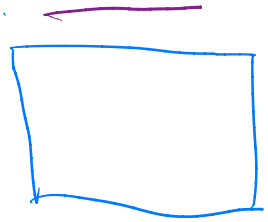
Case 1:
Rectangle r1 = new Rectangle(0, 2, 2, -1);
LineSeg l1 = new LineSeg(new Point(-3, 1), new Point(3, 1));
Expected Result: True
Code Result: True
Test Result: Pass



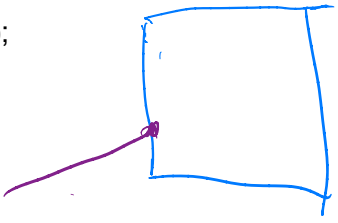
Case 2:
Rectangle r1 = new Rectangle(-4, 4, 2, -1);
LineSeg l1 = new LineSeg(new Point(-3, 1), new Point(3, 1));
Expected Result: True
Code Result: True
Test Result: Pass



Case 3:
Rectangle r1 = new Rectangle(-4, 4, 2, -1);
LineSeg l1 = new LineSeg(new Point(-3, 3), new Point(3, 3));
Expected Result: False
Code Result: False
Test Result: Pass



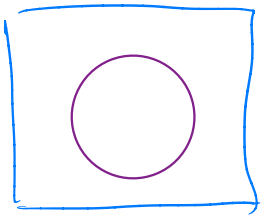
Case 4:
Rectangle r1 = new Rectangle(0, 2, 2, -1);
LineSeg l1 = new LineSeg(new Point(-3, 1), new Point(0, 0));
Expected Result: True
Code Result: False
Test Result: Fail



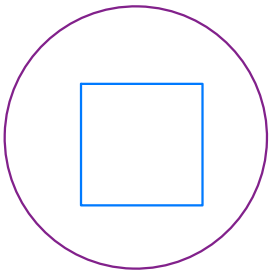
Test of Rectangle.intersect(Circle)

Case 1:
Rectangle r1 = new Rectangle(-3, 3, 3, -3);

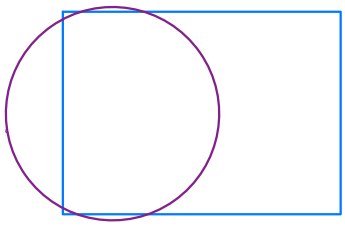
Circle c1 = new Circle(new Point(0, 0), 1f));
Expected Result: True
Code Result: True
Test Result: Pass



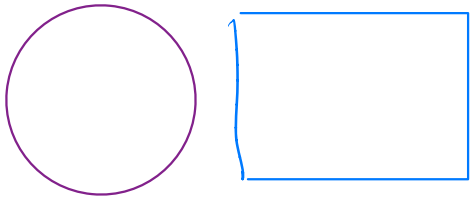
Case 2:
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Circle c1 = new Circle(new Point(0, 0), 20f));
Expected Result: True
Code Result: True
Test Result: Pass



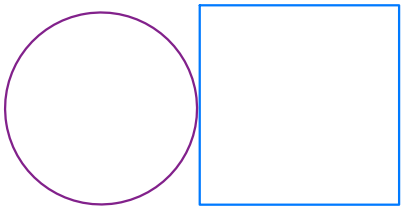
Case 3:
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Circle c1 = new Circle(new Point(-4, 0), 3f));
Expected Result: True
Code Result: True
Test Result: Pass



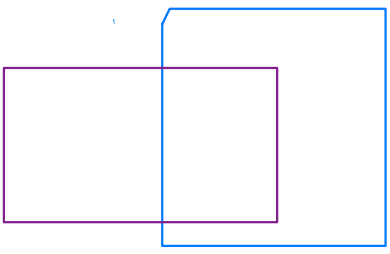
Case 4:
Rectangle r1 = new Rectangle(-3, 3, 3, -3);
Circle c1 = new Circle(new Point(-7, 0), 3f));
Expected Result: False
Code Result: False
Test Result: Pass



Case 5:
Rectangle r1 = new Rectangle(0, 3, 3, -3);
Circle c1 = new Circle(new Point(-3, 0), 3f));
Expected Result: False
Code Result: False
Test Result: Pass



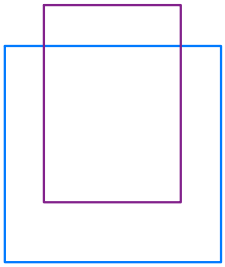
Test of Rectangle.intersect(Rectangle)
Case 1:
Rectangle r1 = new Rectangle(-3, 3, 5, -5);
Rectangle r2 = new Rectangle(-8, 0, 3, 1);
Expected Result: True
Code Result: True
Test Result: Pass



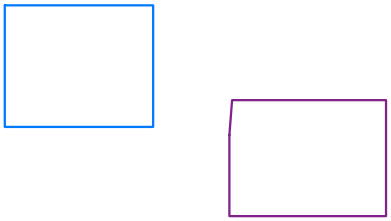
Case 2:
Rectangle r1 = new Rectangle(-3, 3, 5, -5);
Rectangle r2 = new Rectangle(-3, 3,5, -5);

Expected Result: True
Code Result: True
Test Result: Pass

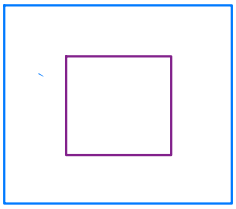
Case 3:
Rectangle r1 = new Rectangle(-3, 3, 5, -5);
Rectangle r2 = new Rectangle(-2, 2, 6, 4);
Expected Result: True
Code Result: True
Test Result: Pass



Case 4:
Rectangle r1 = new Rectangle(-5, -4, 5, 4);
Rectangle r2 = new Rectangle(4, 5, 3, 2);
Expected Result: False
Code Result: False
Test Result: Pass



Case 5:
Rectangle r1 = new Rectangle(-3, 3, 5, -5);
Rectangle r2 = new Rectangle(-1, 1, 1, -1);
Expected Result: True
Code Result: True
Test Result: Pass



Case 6:
Rectangle r1 = new Rectangle(-3, 3, 5, -5);
Rectangle r2 = new Rectangle(3, 4, 5, -5);
Expected Result: False
Code Result: True
Test Result: Fail