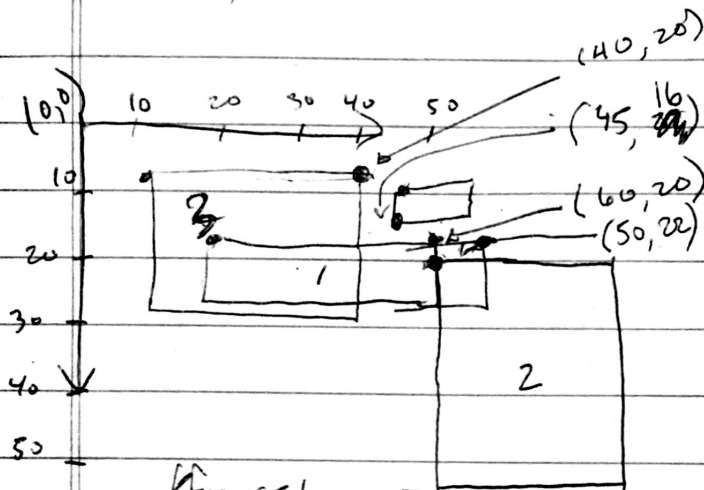


Assignment #2 notes

		width	height	
1	(20, 20)	40	11	Intersect
2	(30, 22)	20	30	
3	(10, 10)	30	20	
4	(45, 10)	12	4	

6 possible combinations

1 & 2	2 & 3	3 & 4
1 & 3	2 & 4	
1 & 4		



~~Intersect~~

Rectangles flat

Intersect	Do NOT Intersect
1 & 2	1 & 4
1 & 3	2 & 3
	2 & 4
	3 & 4

// IF then

IF (rect.x > this.x && rect.x < this.x + width)
 IF (rect.y > this.y && rect.y < this.y + height)
 RETURN TRUE

~~Intersect~~

IF (rect.x < this.x) {

IF (rect.x + width > this.x)

// check y coordinates then

// RETURN TRUE

IF (rect.x > this.x + width) {

RETURN FALSE

}

Essentially just min set of checks to determine rectangle bands