

Rezultat testiranja poligona oblika N.

```
Run: Main x
"C:\Users\Maja's Laptop\.jdk\corretto-11.0.13\bin\java.exe" "-javaagent..."
Enter number of points:
4
Enter point coordinates by x, y axis:
(Format needs to be x,y and whole numbers)
1,2
Point: (1,2)
2,5
Point: (2,5)
5,1
Point: (5,1)
6,6
Point: (6,6)
Coordinates of polygon: (1,2)(2,5)(5,1)(6,6)
Enter target point:
4,4
Point: (4,4)
>Incorrect entry, not convex or not polygon
```

Rezultat testa konveksnog poligona sa 4 tacke, target tacka je izvan.

```
Run: Main x
"C:\Users\Maja's Laptop\.jdk\corretto-11.0.13\bin\java.exe" "-javaagent..."
Enter number of points:
4
Enter point coordinates by x, y axis:
(Format needs to be x,y and whole numbers)
5,5
Point: (5,5)
1,5
Point: (1,5)
2,2
Point: (2,2)
6,2
Point: (6,2)
Coordinates of polygon: (5,5)(1,5)(2,2)(6,2)
Enter target point:
6,3
Point: (6,3)
>Using Ray Cast algorithm, target is in polygon? NO
>Using Winding number algorithm, target je u polygon? NO
>Using java.awt.Polygon class, target is in polygon?NO

Process finished with exit code 0
```

Rezultat poligona sa 4 tacke ali unite pogresnim redosledom.

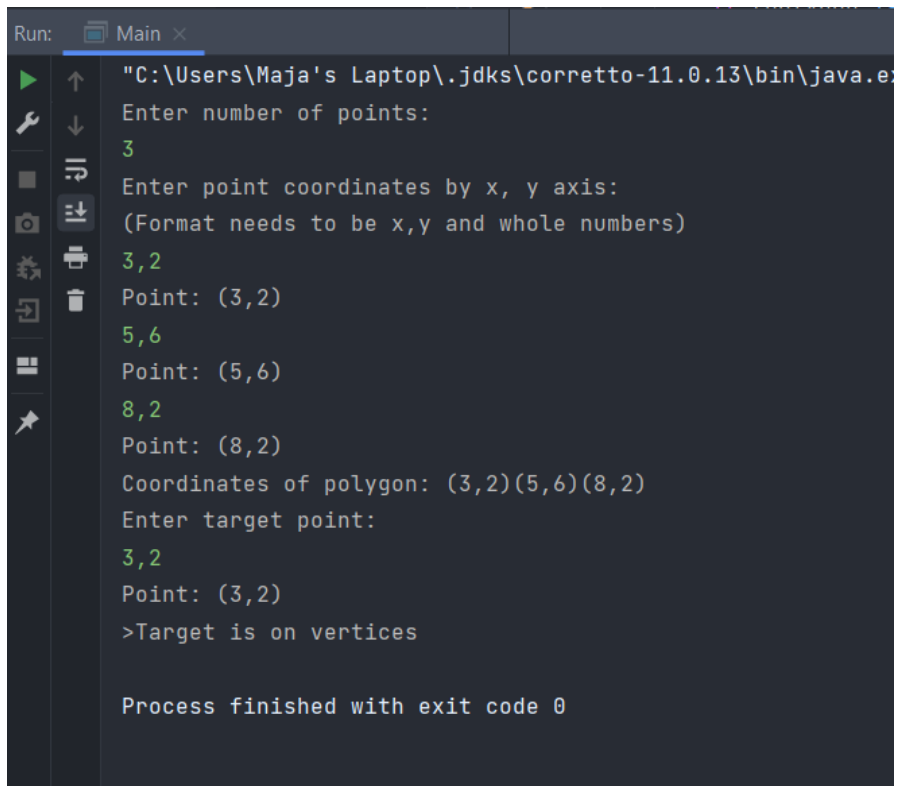
```
"C:\Users\Maja's Laptop\.jdk\corretto-11.0.13\bin\java.exe" "-javaagent
Enter number of points:
4
Enter point coordinates by x, y axis:
(Format needs to be x,y and whole numbers)
2,2
Point: (2,2)
6,2
Point: (6,2)
1,5
Point: (1,5)
5,5
Point: (5,5)
Coordinates of polygon: (2,2)(6,2)(1,5)(5,5)
Enter target point:
6,3
Point: (6,3)
>Incorrect entry, not convex or not polygon

Process finished with exit code 0
```

Rezultat poligona sa 8 tacaka i target unutra...

```
unt: Main x
"C:\Users\Maja's Laptop\.jdk\corretto-11.0.13\bin\java.exe" "-javaagent
Enter number of points:
8
Enter point coordinates by x, y axis:
(Format needs to be x,y and whole numbers)
3,2
Point: (3,2)
6,2
Point: (6,2)
8,3
Point: (8,3)
8,7
Point: (8,7)
6,9
Point: (6,9)
3,9
Point: (3,9)
1,7
Point: (1,7)
1,3
Point: (1,3)
Coordinates of polygon: (3,2)(6,2)(8,3)(8,7)(6,9)(3,9)(1,7)(1,3)
Enter target point:
5,5
Point: (5,5)
>Using Ray Cast algorithm, target is in polygon? YES
>Using Winding number algorithm, target je u polygon? YES
>Using java.awt.Polygon class, target is in polygon? YES
```

Rezultat poligona kada je target tacno na jednoj od tacaka poligona



```
Run: Main x
"C:\Users\Maja's Laptop\.jdk\corretto-11.0.13\bin\java.exe"
Enter number of points:
3
Enter point coordinates by x, y axis:
(Format needs to be x,y and whole numbers)
3,2
Point: (3,2)
5,6
Point: (5,6)
8,2
Point: (8,2)
Coordinates of polygon: (3,2)(5,6)(8,2)
Enter target point:
3,2
Point: (3,2)
>Target is on vertices

Process finished with exit code 0
```