

Understanding the graphics display screen

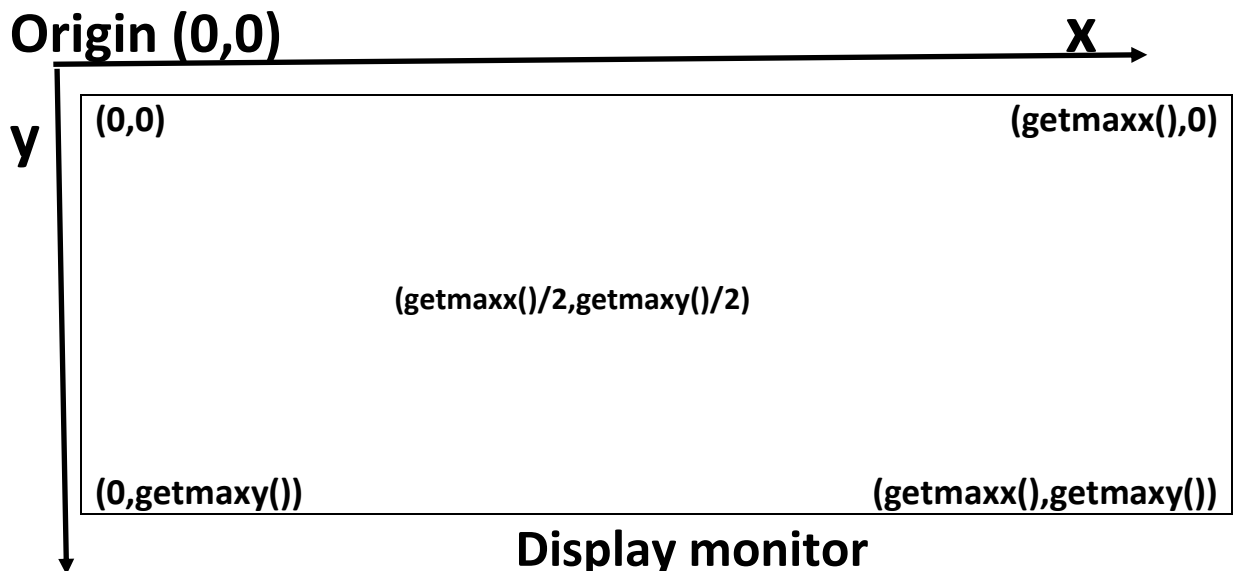
[(x,y) coordinate system of the display screen]

Origin (0,0)

(0,0)	(1,0)	(2,0)	---	---	(639,0)
(0,1)	(1,1)	(2,1)	---	---	(639,1)
(0,2)	(1,2)	(2,2)	---	---	(639,2)
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(0,479)	(1, 479)	(2, 479)	---	---	(639, 479)

y

Display monitor, where each location in the matrix is a pixel location (x,y)



getmaxx()=639

getmaxy()=479