

# Problem3

September 29, 2016

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In [41]: using Plots
# create matrix whose columns contain the coordinates of
# each vertex.
U = [1.0 0 -1 0 1.0; 0 1 0 -1 0]

theta = pi/4.0

# Create a red unit square
# Note U(1,:) denotes the first row of U
plot(U[1,:]', U[2,:]', fill=(0,:red))

# Perform rotation.
R = [cos(theta) -sin(theta); sin(theta) cos(theta)];
V = R*U;
# Plot the blue square
plot!(V[1,:]', V[2,:]', fill=(0,:blue))
savefig("problem3")
```

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In [42]: using Plots
# create matrix whose columns contain the coordinates of
# each vertex.
U = [5 6 4 5; 0 2 1 0]

theta = pi/2.0

# Create a red triangle
# Note U(1,:) denotes the first row of U
plot(U[1,:]', U[2,:]', fill=(0,:red))

# Perform rotation.
R = [cos(theta) -sin(theta); sin(theta) cos(theta)];
V = R*U;
# Plot the blue square
plot!(V[1,:]', V[2,:]', fill=(0,:blue))

# Perform rotation.
W = R*V;
# Plot the blue square
plot!(W[1,:]', W[2,:]', fill=(0,:green))

# Perform rotation.
Z = R*W;
# Plot the blue square
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plot!(Z[1,:]', Z[2,:]',fill=(0,:yellow))
savefig("problem3partA")
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In [43]: using Plots
# create matrix whose columns contain the coordinates of
# each vertex.
U = [1.0 0 -1 0 1.0; 0 1 0 -1 0]

theta = pi/4.0

# Create a red unit square
# Note U(1,:) denotes the first row of U
plot(U[1,:]',U[2,:]',fill=(0,:red))

# Perform rotation.
R = [cos(theta) -sin(theta); sin(theta) cos(theta)];
V = R*U;
# Plot the blue square
plot!(V[1,:]', V[2,:]',fill=(0,:blue))

# Perform counter rotation.
R = [cos(-theta) -sin(-theta); sin(-theta) cos(-theta)];
W = R*V;
# Plot the blue square
plot!(W[1,:]', W[2,:]',fill=(0,:green))
savefig("problem3partB")
```

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In [44]: using Plots
# create matrix whose columns contain the coordinates of
# each vertex.
U = [1.0 0 -1 0 1.0; 0 1 0 -1 0]

theta = pi/3.0

# Create a red unit square
# Note U(1,:) denotes the first row of U
plot(U[1,:]',U[2,:]',fill=(0,:red))

# Perform rotation.
R = [cos(theta) -sin(theta); sin(theta) cos(theta)];
V = R*U;
# Plot the blue square
plot!(V[1,:]', V[2,:]',fill=(0,:blue))

# Perform counter rotation.
R = [cos(-theta) -sin(-theta); sin(-theta) cos(-theta)];
W = R*V;
# Plot the blue square
plot!(W[1,:]', W[2,:]',fill=(0,:green))
savefig("problem3partC")
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In [17]: theta = pi/4.0
@show [cos(theta) -sin(theta); sin(theta) cos(theta)] * [cos(-theta) -sin(-theta); sin(-theta)
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theta = pi/3.0
@show [cos(theta) -sin(theta); sin(theta) cos(theta)] * [cos(-theta) -sin(-theta); sin(-theta)
[cos(theta) -(sin(theta));sin(theta) cos(theta)] * [cos(-theta) -(sin(-theta));sin(-theta) cos(-theta)]
0.0 1.0]
[cos(theta) -(sin(theta));sin(theta) cos(theta)] * [cos(-theta) -(sin(-theta));sin(-theta) cos(-theta)]
0.0 1.0]

Out[17]: 2x2 Array{Float64,2}:
 1.0  0.0
 0.0  1.0

In [45]: using Plots
          # create matrix whose columns contain the coordinates of
          # each vertex.
          U = [1.0 0 -1 0 1.0; 0 1 0 -1 0]

          theta = pi/8.0

          # Create a red unit square
          # Note U(1,:) denotes the first row of U
          plot(U[1,:]',U[2,:]',legend=false,fill=(0,:red))

          N=50
          for i=1:N
              # Perform rotation.
              R = [cos(theta) -sin(theta); sin(theta) cos(theta)];
              U = 0.9*R*U;
              # Plot the blue square
              plot!(U[1,:]', U[2,:]',fill=(0,:blue))
          end
          savefig("problem3partC")

In [46]: using Plots
          using FileIO
          using ImageMagick

          # create matrix whose columns contain the coordinates of
          # each vertex.
          U = [1.0 0 -1 0 1.0; 0 1 0 -1 0]

          theta = pi/8.0

          # Create a red unit square
          # Note U(1,:) denotes the first row of U
          plot(U[1,:]',U[2,:]',legend=false, fill=(0,:red))

          N=50
          for i=1:N
              # Perform rotation.
              R = [cos(theta) -sin(theta); sin(theta) cos(theta)];
              U = 0.9*R*U + [1 1 1 1 1; 2 2 2 2 2];
              # Plot the blue square
              plot!(U[1,:]', U[2,:]',fill=(0,:blue))

```

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end  
savefig("problem3partD")
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In [ ]:
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