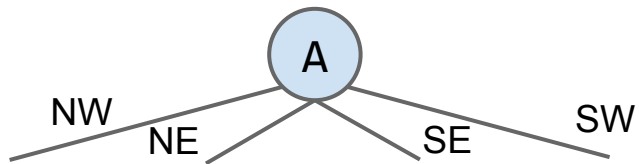
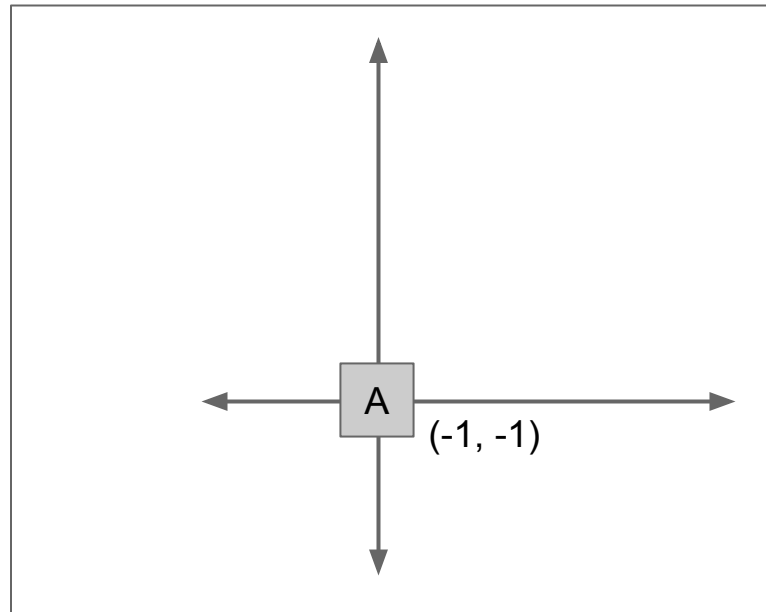


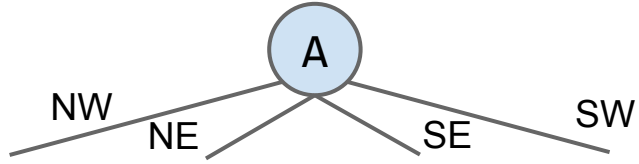
QuadTree Demo



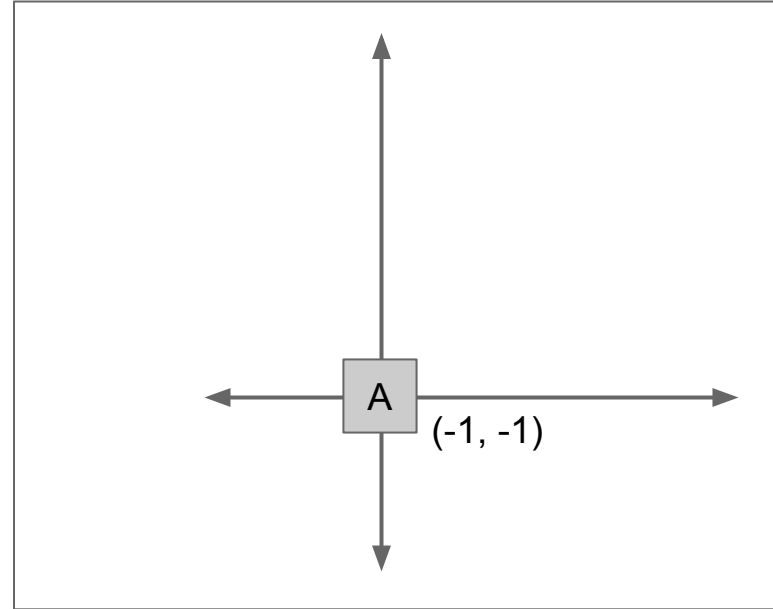
Insert A (-1, -1)



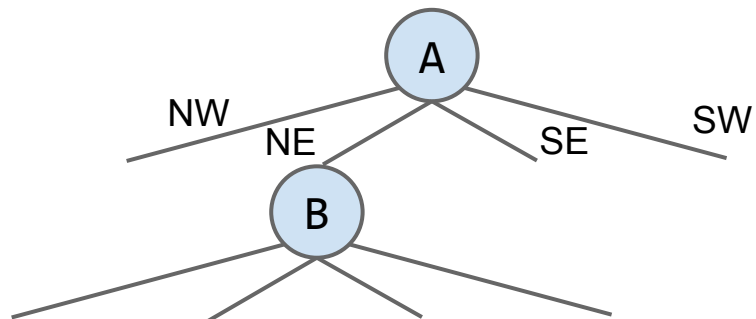
QuadTree Demo



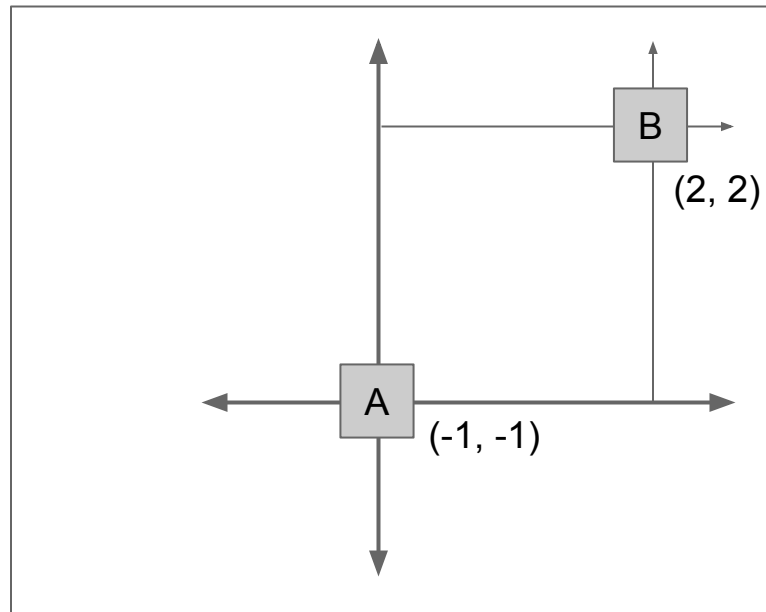
Insert B (2, 2)?



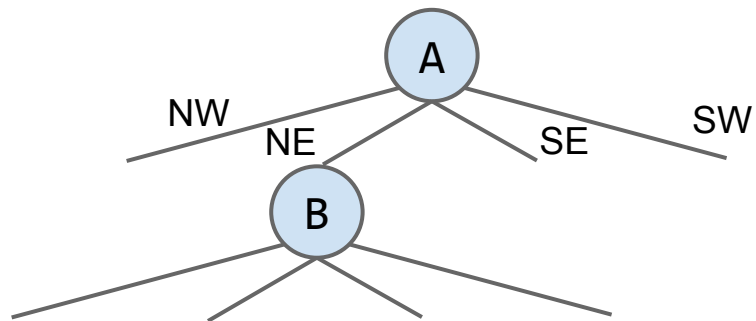
QuadTree Demo



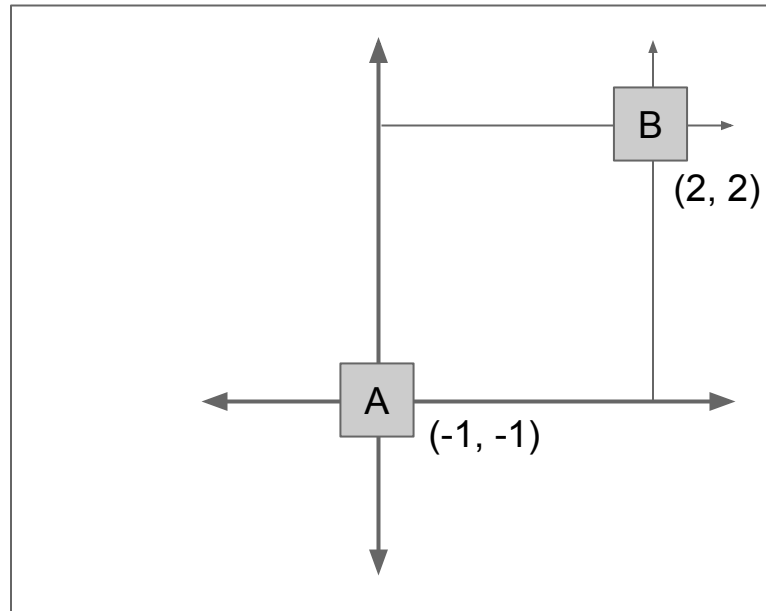
Insert B (2, 2)



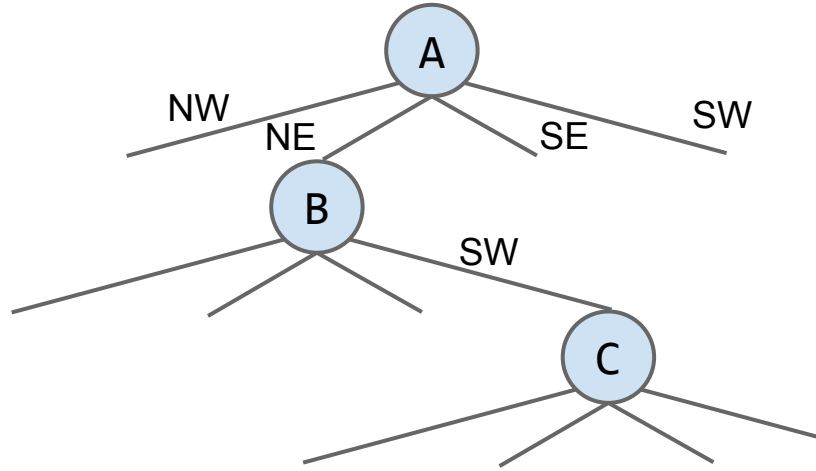
QuadTree Demo



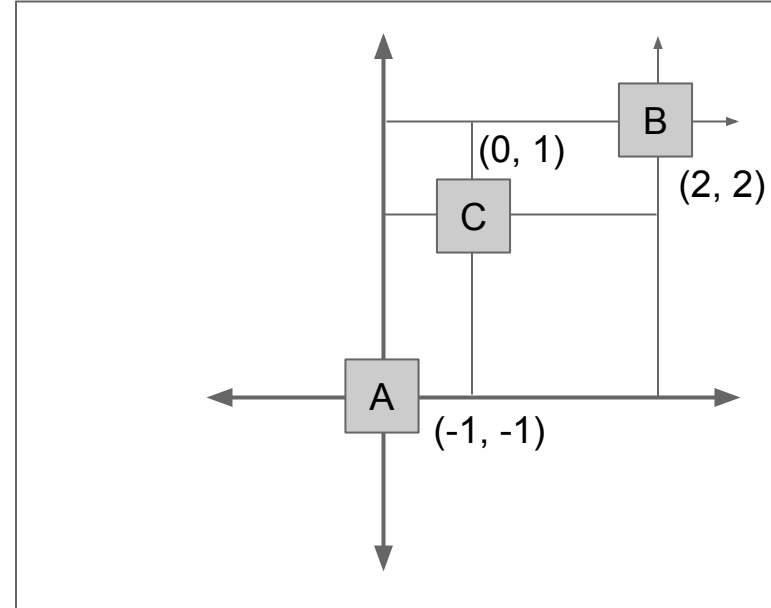
Insert C (0, 1)?



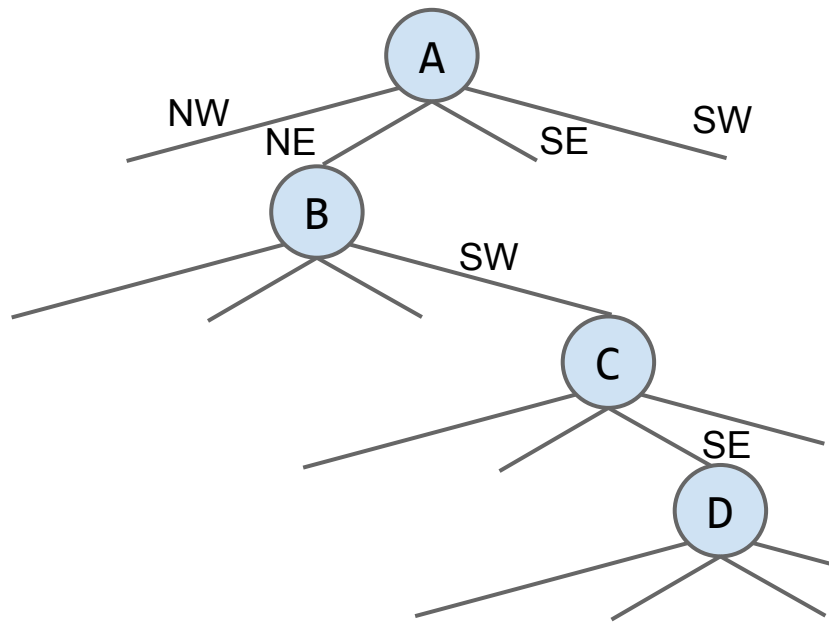
QuadTree Demo



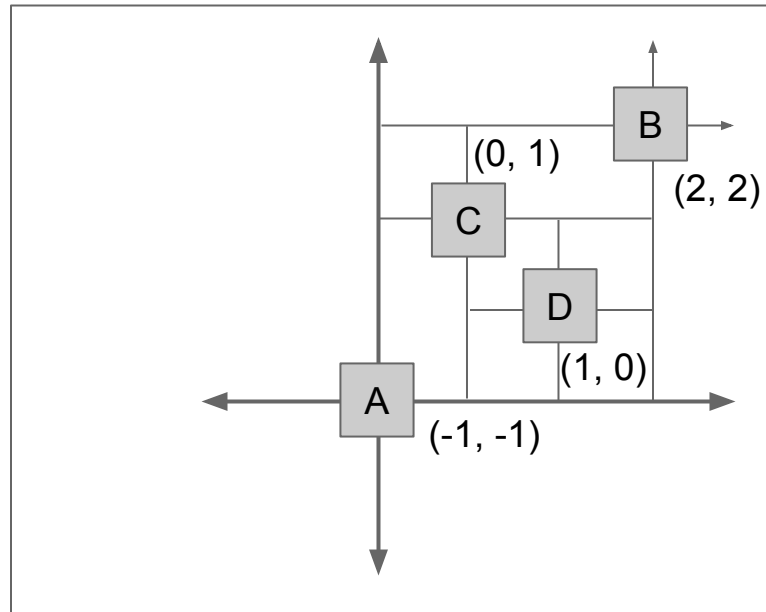
Insert C (0, 1)



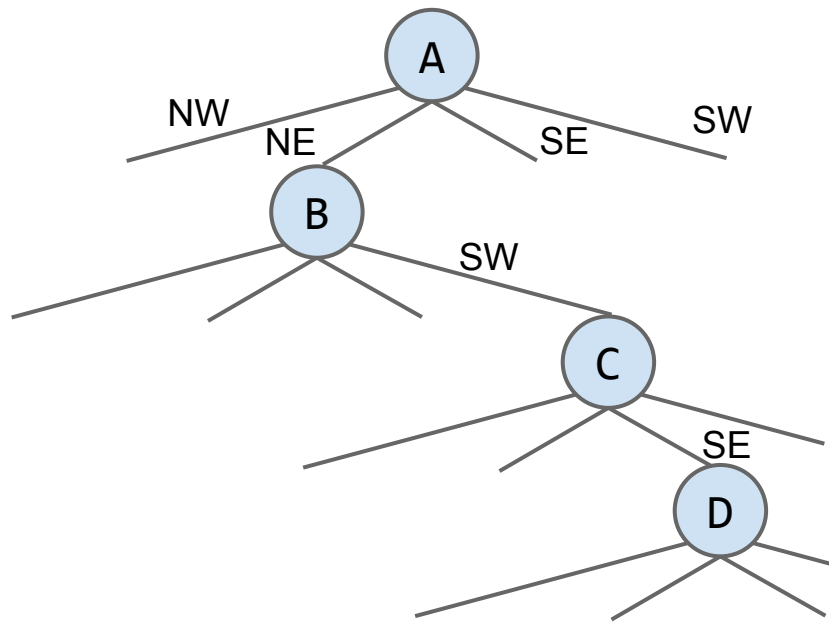
QuadTree Demo



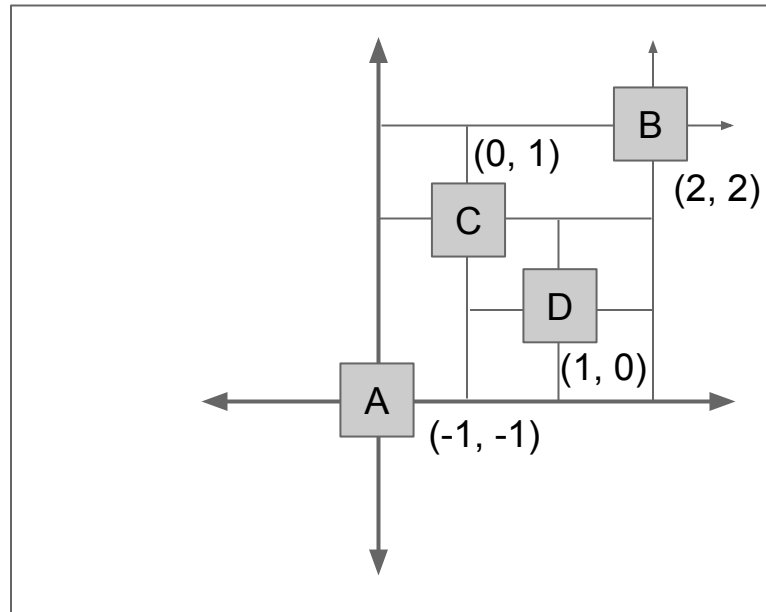
Insert D (1, 0)



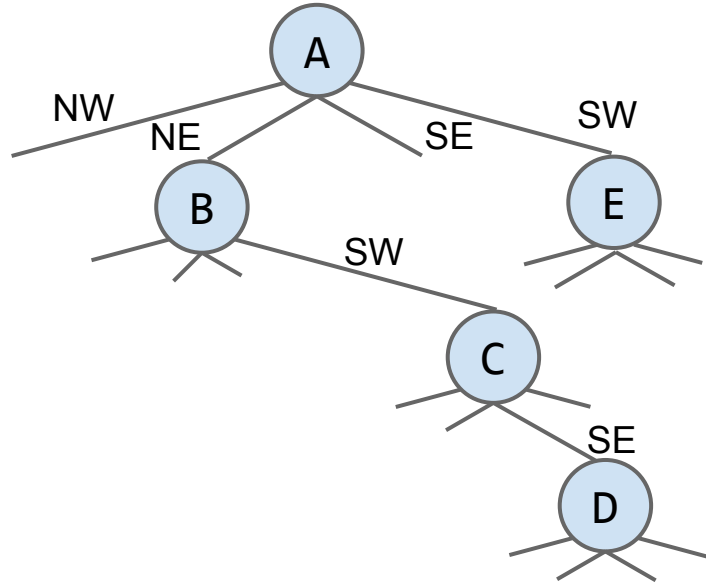
QuadTree Demo



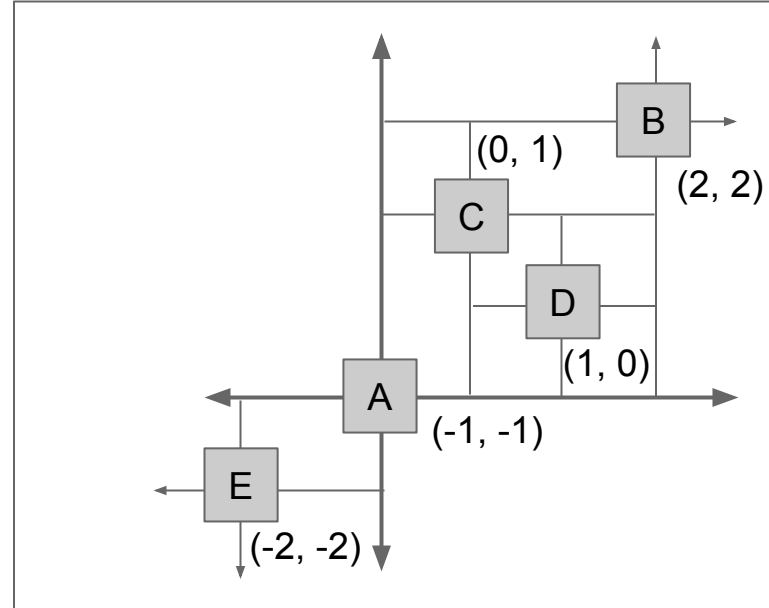
Insert E (-2, -2)?



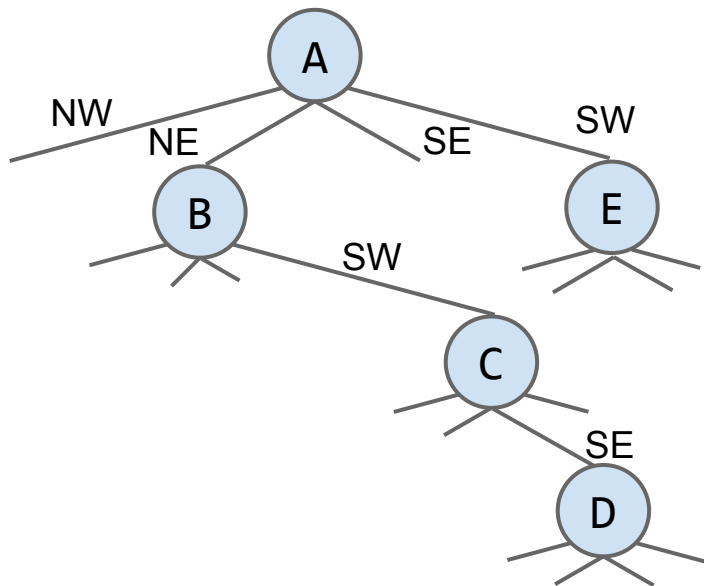
QuadTree Demo



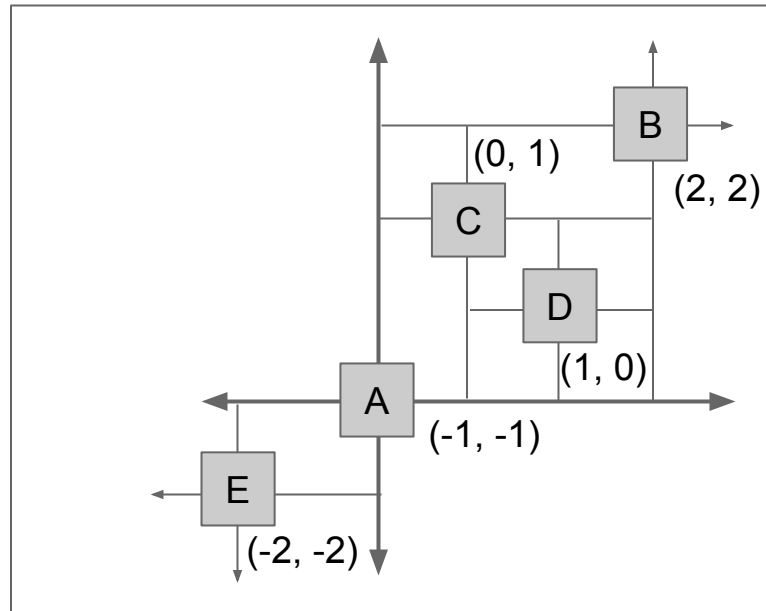
Insert E (-2, -2)



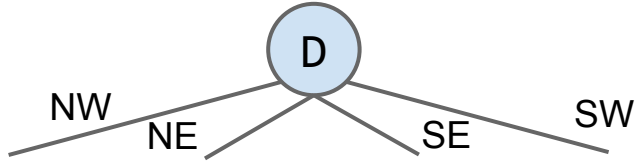
QuadTree Demo



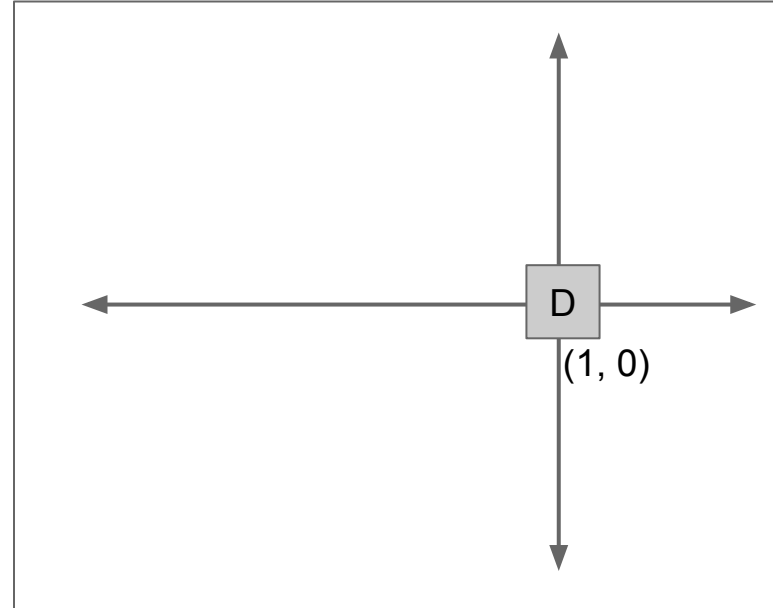
Just like a BST, insertion order determines the topology of the QuadTree!



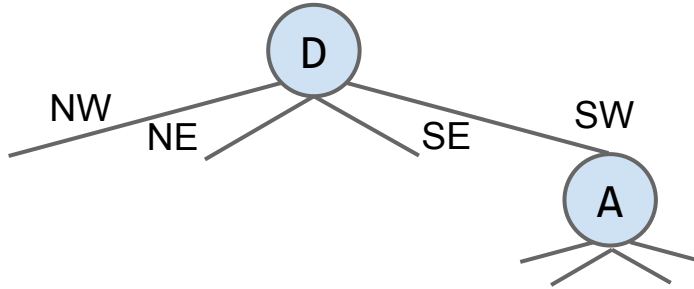
QuadTree Demo #2



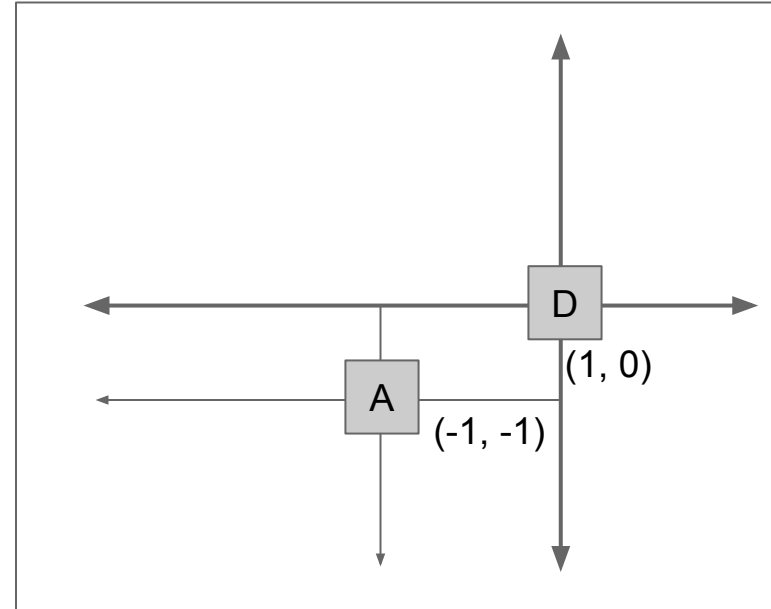
Insert D (1, 0)



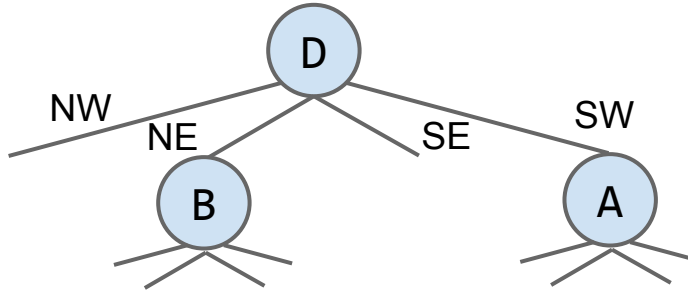
QuadTree Demo #2



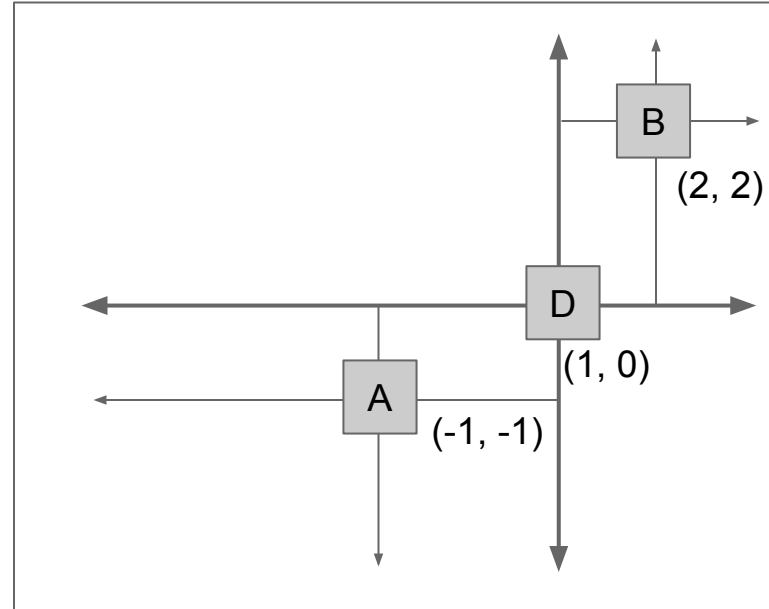
Insert A (-1, -1)



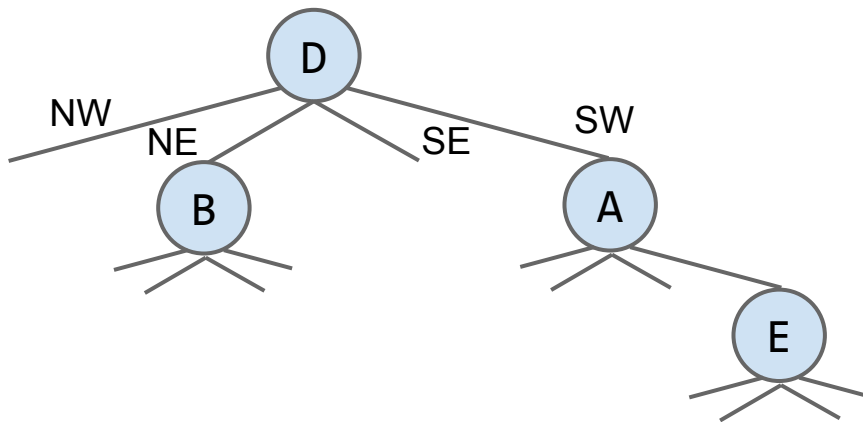
QuadTree Demo #2



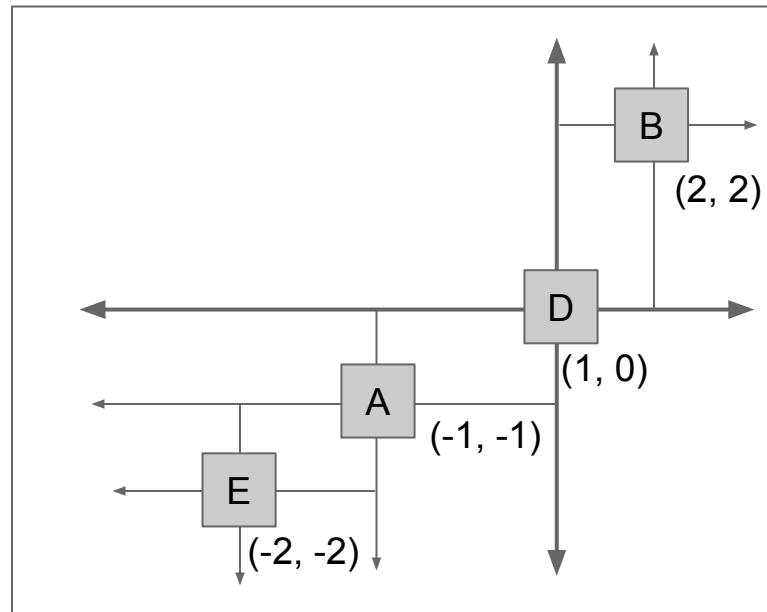
Insert B (2, 2)



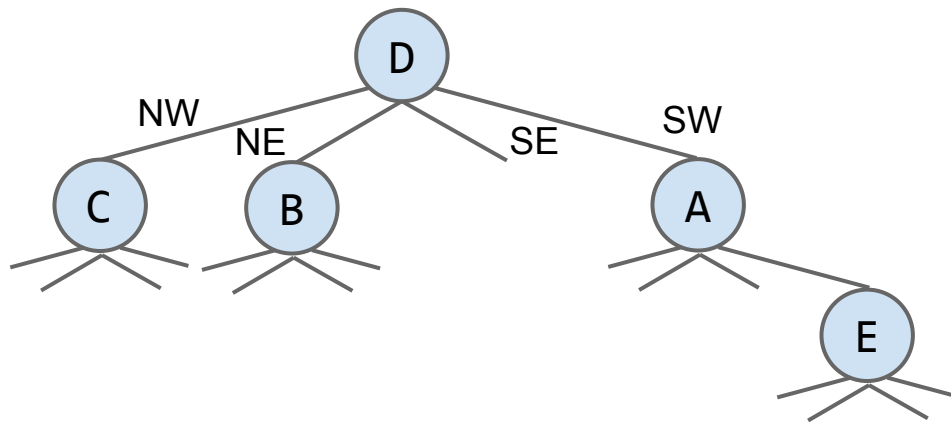
QuadTree Demo #2



Insert E (-2, -2)



QuadTree Demo #2



Insert C (0, 1)

