Assignment 4

**package** geometry;

**import** java.awt.geom.Point2D;

**import** java.lang.Math;

**public** **class** Circle {

**double** arcAngle;

**double** segLength;

**public** Point2D startPoint;

**public** Point2D endPoint;

**private** **int** setRadius;

**private** **void** setCenter(**int** x, **int** y) {//declare a method for the center of the circle

}

**public** Circle(Point2D ptStart, Point2D ptEnd){//declare a constructor, which contains all the points that from the segments

**this**.startPoint = ptStart;

**this**.endPoint = ptEnd;

}

**public** Point2D[]segmentList(Point2D ptStart, Point2D ptEnd) {//declare an array that hold all the points on segments

**double** i;

**double** n = 360/segLength; //n is the total number of segments

Point2D[]segmentList = **new** Point2D[(**int**) n];

segmentList[0] = ptStart;//define the first number in the array

segmentList[1] = ptEnd;//define the second number in the array

**for** (i=1; i< n; i++){

Point2D pt2 = ((-1/2\*radius, Math.sqrt(n, 2)/2\*radius));//I don't really understand the math part. I did it according to your email

}

**return** **null**;

}

/\*public void circleSegments(Point2D circleCenter, double arcLength){

ArrayList<Circle>circle = new ArrayList<Circle>();

circle.add(segStartPoint);

circle.add(segEndPoint);

Point2D segEndPoint = new Point2D.Double();

Circle c = new Circle(segStartPoint, segEndPoint);

}\*/

**public** **static** **void** main(String args[]){

Point2D ptStart = **null**;

Point2D ptEnd = **null**;

Circle circle = **new** Circle(ptStart, ptEnd);

circle.setCenter(10, 10);

circle.setRadius = 5;

//I don't know what I should put here to make the array work

/\*ArrayList<Double>res = new ArrayList<Double>();\*/

}

}