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Tugas 11 – Convex Hull

1. Add `getConvexHullArea` method in the `Geometry` class that takes input of the convex hull of a set of points S , $CH(S)$, and return the area of the area enclosed by the convex hull.
2. Add `getConvexHullLength` method in the `Geometry` class that takes input of the convex hull of a set of points S , $CH(S)$, and return the perimeter of the convex hull.

Source Code

```
1 import java.util.Arrays;
2
3 public class ConvexHull {
4     public static void main(String[] args) {
5         Point[] points = new Point[7];
6         points[0] = new Point(3.6, 4.5);
7         points[1] = new Point(0, 4);
8         points[2] = new Point(1.75, 6.75);
9         points[3] = new Point(2.4, 3);
10        points[4] = new Point(5.6, 5.8);
11        points[5] = new Point(0.5, 1.5);
12        points[6] = new Point(4.75, 2.1);
13
14        Point[] hull = Geometry.convexHull(points);
15
16        System.out.println("Convex Hull");
17        for (int i = 0; i < hull.length; i++) {
18            if (hull[i] != null) {
19                System.out.println(hull[i]);
20            }
21        }
22
23        Geometry.getConvexHullArea(hull);
24        Geometry.getConvexHullLength(hull);
25    }
26 }
27
28 class Point implements Comparable<Point> {
29     double x, y;
30
31     public Point() {
```

```

32     x = 0.0;
33     y = 0.0;
34 }
35
36 public Point(double _x, double _y) {
37     x = _x;
38     y = _y;
39 }
40
41 public int compareTo(Point other) {
42     double EPS = 1e-9;
43     double tmp;
44
45     if (Math.abs(x - other.x) > EPS) {
46         tmp = x - other.x;
47         if (tmp > EPS) {
48             return 1;
49         } else {
50             return -1;
51         }
52     } else if (Math.abs(y - other.y) > EPS) {
53         tmp = y - other.y;
54         if (tmp > EPS) {
55             return 1;
56         } else {
57             return -1;
58         }
59     } else {
60         return 0;
61     }
62 }
63
64 public String toString() {
65     return "(" + x + ", " + y + ")";
66 }
67 }
68
69 class Geometry {
70     public static double cross(Point O, Point A, Point B) {
71         return (A.x - O.x) * (B.y - O.y) - (A.y - O.y) * (B.x -
72         O.x);
73     }
74     // return true if pqr turns left (counter-clockwise)
75     public static boolean ccw(Point p, Point q, Point r) {
76         return cross(p, q, r) > 0;
77     }
78 }

```

```

79     public static Point[] convexHull(Point[] P) {
80         if (P.length > 2) {
81             int n = P.length, upperLength = 0, lowerLength = 0;
82             Point[] lowerHull = new Point[n];
83             Point[] upperHull = new Point[n];
84
85             Arrays.sort(P);
86
87             // build lower hull first
88             lowerHull[0] = P[0];
89             lowerHull[1] = P[1];
90             lowerLength = 2;
91             for (int i = 2; i < n; i++) {
92                 while (lowerLength >= 2 &&
!ccw(lowerHull[lowerLength - 2], lowerHull[lowerLength - 1], P[i]))
93                     lowerLength--;
94             }
95             lowerHull[lowerLength] = P[i];
96             lowerLength++;
97         }
98
99         // build upper hull
100         upperHull[0] = P[n - 1];
101         upperHull[1] = P[n - 2];
102         upperLength = 2;
103         for (int i = n - 3; i >= 0; i--) {
104             while (upperLength >= 2 &&
!ccw(upperHull[upperLength - 2], upperHull[upperLength - 1], P[i]))
105                 upperLength--;
106             upperHull[upperLength] = P[i];
107             upperLength++;
108         }
109
110         // combine lower hull and upper hull
111         Point[] result = new Point[2 * n];
112         int t = 0;
113         for (int i = 0; i < lowerLength - 1; i++) {
114             result[t] = lowerHull[i];
115             t++;
116         }
117         for (int i = 0; i < upperLength - 1; i++) {
118             result[t] = upperHull[i];
119             t++;
120         }
121     }
122

```

```

123         result = Arrays.copyOfRange(result, 0, t);
124
125         return result;
126     } else if (P.length <= 2) {
127         return P.clone();
128     } else {
129         return null;
130     }
131 }
132
133 // 1
134 public static void getConvexHullArea(Point[] P) {
135     double result = 0;
136
137     // deklarasi point koordinat pusat (0, 0)
138     Point O = new Point();
139
140     // menghitung luas dengan menjumlahkan cross product
    titik-titik yang terhubung
141     // (metode segitiga)
142     for (int i = 0; i < P.length - 1; i++) {
143         result += cross(O, P[i], P[i + 1]);
144     }
145     // untuk sisi yang menghubungkan convex point pertama
    dan terakhir
146     result += cross(O, P[P.length - 1], P[0]);
147
148     // hasil akhir dibagi dua agar sesuai dengan
149     // rumus metode luas segitiga ( $\frac{1}{2} a \times b$ ) / 2
150     System.out.println("Convex Hull Area    = " + result /
151     2);
152 }
153
154 // 2
155 public static void getConvexHullLength(Point[] P) {
156     double result = 0;
157
158     // menghitung keliling dengan menambahkan setiap sisi
    convex hull
159     for (int i = 0; i < P.length - 1; i++) {
160         result += Math.sqrt(Math.pow(P[i].x - P[i + 1].x,
161         2) + Math.pow(P[i].y - P[i + 1].y, 2));
162     }
163     // untuk sisi yang menghubungkan convex point pertama
    dan terakhir
164     result += Math.sqrt(Math.pow(P[0].x - P[P.length -
165     1].x, 2) + Math.pow(P[0].y - P[P.length - 1].y, 2));
166 }

```

```
164         System.out.println("Convex Hull Length = " + result);
165     }
166 }
```

Output Terminal

```
(0.0, 4.0)
(0.5, 1.5)
(4.75, 2.1)
(5.6, 5.8)
(1.75, 6.75)
Convex Hull Area   = 21.1825
Convex Hull Length = 17.863110812124233
```