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1. Give the successive values of p_i in Bresenham's line algorithm for tracing a line from point $(1,1)^T$ to point $(7,3)^T$
2. How would the algorithm change if the slope of the line to be traced was greater than 1?
3. Bresenham's algorithm for circles draws circles of radius r centered at the origin. How would you modify the algorithm so it could trace a circle of radius r around an arbitrary point $\vec{c}=(x_c, y_c)^T$?
4. Give the transformation matrix that rotates a 2D point \vec{p} around another 2D point c .
5. Show that the affine transformation of a line is also a line.