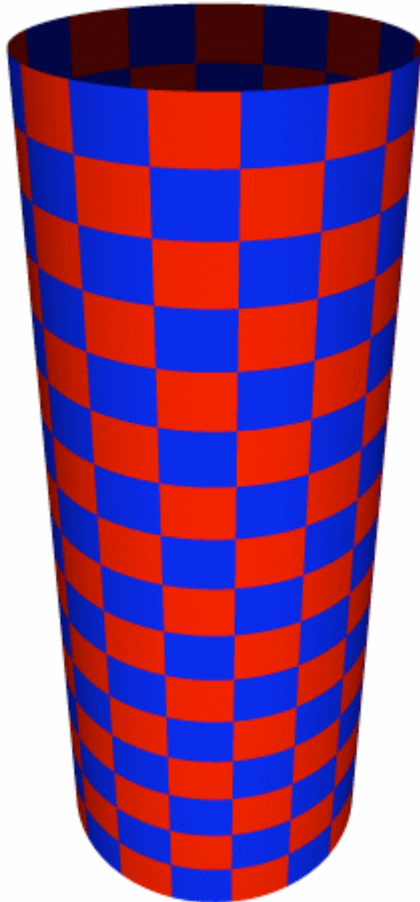


Homework 4, CS476, Fall 2009, McCoy

Problem: You are to texture map a checkerboard design onto a cylinder. You may use `page.drawLine`, `page.fillRect`, or `page.fillPolygon`.

Notes:

- 1) Do not worry about the ends of the cylinder.
- 2) You must convert from world coordinates to screen coordinates.
- 3) Your output image should look something like the following image. You may use parallel projection.



- 3) You should submit your source code to jyan in the usual way.
- 4) This assignment is worth 60 points.
- 5) It is due Nov 3, 2009.