Homework 2, CS476, Fall '09, McCoy

Problem: You are to write a circle drawing algorithm similar to Mielke's or Hue's. You are to develop an algorithm that will fill a circle.

The graphics calls(other than setColor) you are allowed to use at this time are page.drawRect(x,y,0,0), and page.drawLine(x1,y1,x2,y2).

The former is used to draw the outline of a circle and the latter is used to fill a circle.

You may also use page.drawString("text string",x,y) if you want to add text to your drawing.

Notes:
1) Starting source code is available on my website.
     http://www.cs.nmsu.edu/~hue
Your code should replace the calls to page.draw.Oval and page.fill.Oval.

2) You should test your algorithm thoroughly. (Try various colors just for fun. Make a Greeting card with balloons! Try large and small circles and ones partially off the page.)

3) Softcopy of all source code and test cases to the grader (Mr. Yan), submitted as detailed at

     www.cs.nmsu.edu/~jyan

4) This assignment is worth 60 points.

5) It is due Tuesday, September 29, 2009.