

INTRODUCTION TO COMPUTATIONAL GEOMETRY, FALL 2013

Due before the start of class (3:30pm) Thursday, November 21, 2013. Type up the written parts. It's okay to hand draw the figures. It can also be submitted by email, but must be sent at least one hour before the start of class (2:30pm) November 21, 2013.

1. **Storyboards:** Draw some storyboards describing either a user interaction with your project or a demonstration. Draw what we will see on the screen. Use arrows to indicate any interaction, i.e., things that can be clicked or manipulated.
2. **Basic Data Structures:** Your code should implement all of the basic data structures that you will be using in the project. For example, if you will have a planar graph in your project, you should have a planar graph data structure like a half-edge or something similar. Provide a list of the main data structures you will be using and indicate how I should find them in the code.
3. **Draw something with your code:** Provide a screen shot of some figure drawn by your code. Write a brief explanation of what it is and how it relates to the storyboards.
4. **Check In and Push:** Commit your changes to your git repos and push the changes to github.