PROJECT 1

COMPUTATIONAL GEOMETRY
Fall Term 2000 — Number: CS 5963/6963

Triangulating Polygons

Build an application that triangulates a user-specified, planar polygon (simple). This app should have the following properties:

- Some reasonable method of user input for polygons (no need to check for "simple").

- Some visual output that confirms that it worked.

You should also try to confirm (empirically) that the runtime behavior is about what is predicted. This can be done by automatically generating sequences of progressively larger polygons and timing the code.