

Computational Geometry

(csci3250, fall 2021)

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Announcements

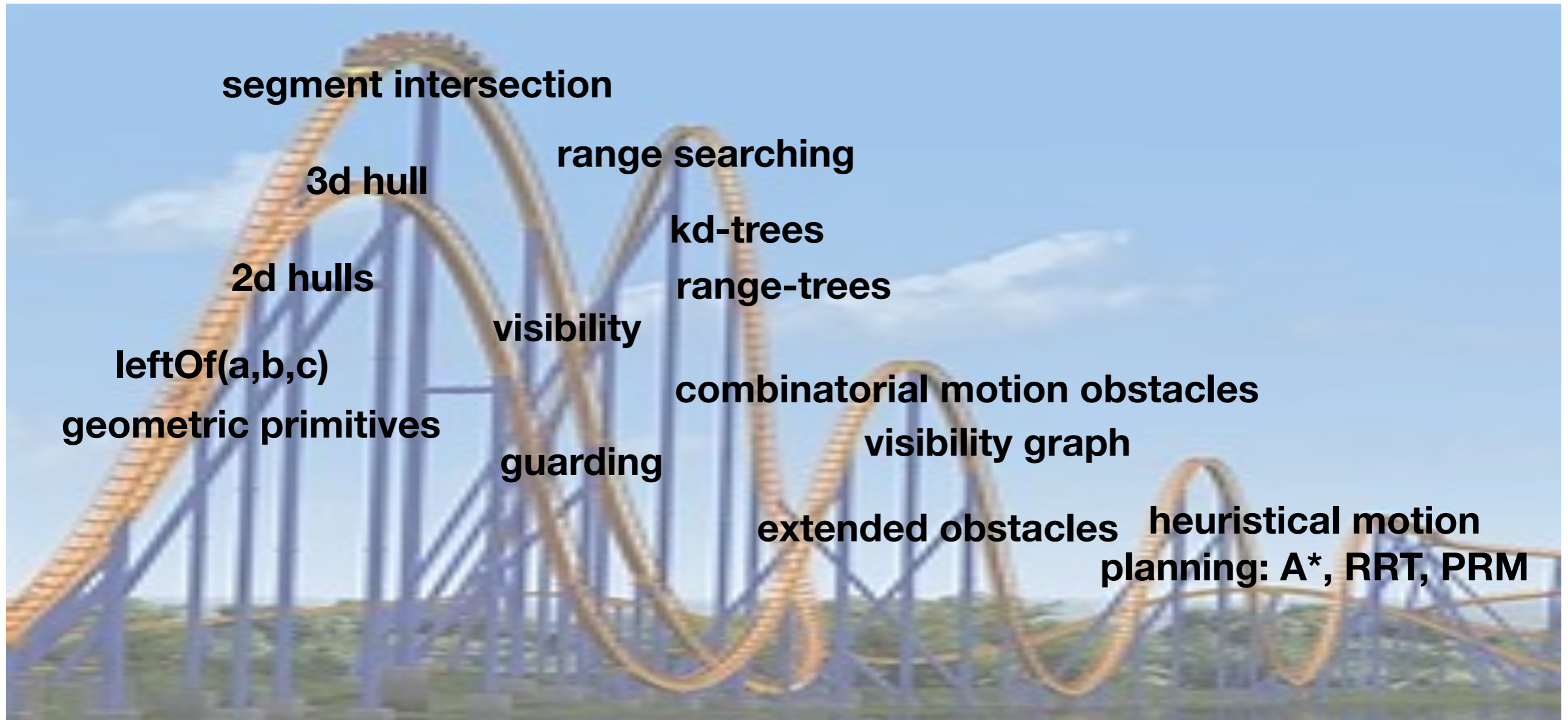
- **Final demo**
 - When: Wednesday December 15th 1:30pm, Searles 126
 - What: demo your latest project and celebrate what you've learnt this semester
 - Who: everyone. Snacks will be served.
- **Help/office hours:** I am happy to help (as I can) with the code, either thinking about it or debugging. I'll be available (in my office or by zoom).
 - Monday 12/13 (afternoon)
 - Tuesday 12/14 (most day)
 - Wednesday 12/15 (morning)

Please message me to reserve time.

Reminders

- Github: Make sure you push your changes
- Fill in the self-reflection reports:
 - Mondrian: <https://tildesites.bowdoin.edu/~ltoma/teaching/cs3250-CompGeom/fall21/Assignments/A4-kdtrees/selfreport-kdtrees.pdf>
 - Art-gallery: <https://tildesites.bowdoin.edu/~ltoma/teaching/cs3250-CompGeom/fall21/Assignments/A5-artGallery/selfreport-artgallery.pdf>
 - Visibility graph: <https://tildesites.bowdoin.edu/~ltoma/teaching/cs3250-CompGeom/fall21/Assignments/A6-visGraph/selfreport-visgraph.pdf>
 - Make a similar one for heuristical motion planning — free style.
- Course feedback is open
 - Please fill it out. Your input will help me make the class better (and your lack of response will get me an email from the deans).

It's been a fun ride!



What have we learned?

- Some fundamental design techniques
 - divide-and-conquer, line sweep, incremental
- Some fundamental problems
 - convex hulls
 - segment intersection
 - range searching
 - visibility
 - triangulation
 - motion planning
- Fun projects!

