

Exercise

Design a software package for Computer Aided Design.

Think about what functionality you would need for constructing CG objects. The low level primitives will let you {draw lines and curves, fill, clip viewpoint} Although simple in 2D, these functions become complex for 3D.

Your tool design should *ignore* user interface and interactivity issues.

Concentrate on which functions you need, the scope of their generality, and the data structures and algorithms which support them.

You might begin by considering a Point. What is needed to construct a single point? What is needed to draw a line? To construct an image of a solid?