Descartes

In the current Labsheet we are working with the descartes library of graphics functions, and applying them to solve some simple drawing tasks. In this question we will consider a simple segment-drawing task, and think about the different ways we can solve it.

The task is to draw a line segment between positions (40, 300) and (400, 100). You are given the starting template below which includes some variable declarations. You should:

(i) write code which uses the descartes functions to set up values for q, r and seg, and then draws the line segment (between (40, 300) and (400, 100)) on the graphics window.

(ii) re-write your code so that you draw the line segment between (40, 300) and (400, 100) on the graphics window without using q, r, seg or any other variables.

```c
#include <stdio.h>
#include <stdlib.h>
#include "descartes.h"

int main (void) {
    lineSeg_t seg;
    point_t q, r;
    OpenGraphics();

    ...

    CloseGraphics();
    return EXIT_SUCCESS;
}
```

Descartes 2

In the header file descartes.h we are given a type declaration for the structured type rectangle_t. We are also given declarations for the functions Rectangle, BottomLeft and TopRight. All of these functions require that the first point_t making the rectangle is the “bottom left” corner and that the second point_t making the rectangle is the “top right” corner. However, if the pair of input points passed to Rectangle does not satisfy this requirement, Rectangle will print an error message and move the ‘top right’ point until it is above and right of the ‘bottom left’.

In this question you are asked to design a function IsRectangleOK which will check whether the implied rectangle does satisfy this assumption (returning 1 if it does, and 0 otherwise). The order in which the points are passed to IsRectangleOK should influence the result. The function prototype for IsRectangleOK is:

```c
int IsRectangleOK(point_t, point_t);
```

You are also asked to implement a second function Rectangle2 which will take two points of type point_t, and return an object of type rectangle_t which defines the exactly same rectangle as the input points, but which satisfies the “bottom left”/“top right” assumptions. The function prototype for this function is:

```c
rectangle_t Rectangle2(point_t, point_t);
```
Note that the bottom-left position of graphics window is (0,0). You will need to use the descartes library to implement the functions. In testing your code, it will be helpful to consider some examples:

- If we consider the two points (40, 300), (400, 100) in either order, the call to IsRectangleOK should return 0.

  After calling Rectangle2 with these two points (in either order), the rectangle returned should have corner (40, 100) as “bottom left” and corner (400, 300) as “top right”.

  If we now call IsRectangleOK on this “bottom left”, “top right”, it should return 1.

- If we consider the two points (400, 100), (50, 50) in this order, the call to IsRectangleOK should return 0.

  After calling Rectangle2 with these two points (in either order), the rectangle returned should have corner (50, 50) as “bottom left” and corner (400, 100) as “top right”.

  If we now call IsRectangleOK on this “bottom left”, “top right”, it should return 1.

Pointers

Consider the following code:

```c
int a = 10;
int b = 5;
int *p = &a;
int *q = &b;
int c = *p;
c = c + 1;
*p = *p + 2;
int d = *p;
*p = *q;
int e = *p;
b = b + 5;
int f = b;
int g = *p;
int h = *q;
```

What are the values of b, c, d, e, f, g, and h? (use lecture 8 on pointers to help with this).