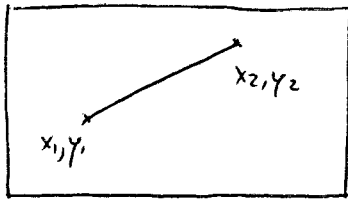


27/04/09

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Equação da recta $y = mx + b$

```
void recta(unsigned char img[W][H][3], Point a, Point b, Color c)
{
    int t, x, y;
    float m, b;
    if (b.x < a.x) { t=a.x; a.x=b.x; b.x=t; }
    m = (b.y - a.y) / (b.x - a.x);
    b = b.y - m * b.x;
    for (x = a.x; x < b.x; ++x)
    {
        y = m * x + b;
        dot(img, x, y, c);
    }
}
```

```
void draw circle(unsigned char img[W][H][3], Point centro, int raio, Color c)
{
    float alfa;
    int x, y;
    float delta = 360/90 * raio;
    for (alfa = 0; alfa <= 360; alfa = delta)
    {
        x = cos(alfa) * raio;
        y = sin(alfa) * raio;
        dot(img, centro.x+x, centro.y+y, c);
    }
}
```