Lines and Coordinates Review
• Lines and Coordinates

  ◦ Coordinate systems
    • Device (0 → maxX, 0 → maxY)
    • Logical (0 → rWidth, 0 → rHeight)
  ◦ Device vs logical (data type, feature, y-axis direction)
  ◦ Converting between device and logical
  ◦ Pixel width
  ◦ Anisotropic vs isotropic mapping
  ◦ Centering logical coordinate system
Questions/comments/job offers?