Drawing Arbitrary Polygons

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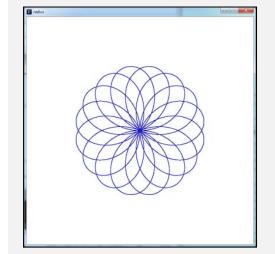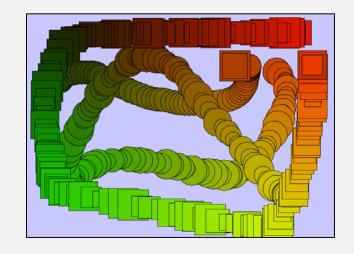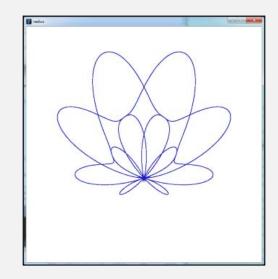Computer Graphics

Rectangles are Good, but Arbitrary Polygons are nice too

Easy – just list the coordinates:

```
beginShape( );

  vertex( x0, y0 );
  vertex( x1, y1 );
  vertex( x2, y2 );
      . . .

endShape( );
```

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```
void
draw(  )
{
  stroke( 0, 0, 0 );
  fill( 255, 50, 50  );

  beginShape( );

      vertex( 100, 100 );
      vertex( 100, 400 );
      vertex( 200, 400 );
      vertex( 300, 300 );
      vertex( 400,  50 );

  endShape( );
}
```


ArbitrarySketchBook

(100, 100) (400, 50)

(300, 300)

(200, 400)

(100, 400)

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