

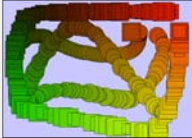






# Drawing Arbitrary Polygons



**Oregon State University**  
Mike Bailey  
mjb@cs.oregonstate.edu







## 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( );
```

## Rectangles are Good, but Arbitrary Polygons are nice too

```
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( );
}
```

