Lab 9 - System Integration
double k = near / far;

double[][] m = {{1, 0, 0, 0},
                {0, 1, 0, 0},
                {0, 0, 1/k-1, k-1},
                {0, 0, -1, 0}};

P = new Matrix(m);
Scene = collection LinkedList<Line3D>

each Line3D object has 2 Point3D

Projector(Scene s) \Rightarrow \text{projected scene}
with z = 0

SceneTool - YOPS tool
Recommendation:

Current position
CSE 131

- CSE 260M
  - Digital Circuits

- CSE 361M
  - Systems Software

- CSE 240
  - Logic & Discrete Math

CSE 132

- Communication
- Concurrency
- Internet Programming

CSE 241
- Algs. & Data Structures

Minor: 5 courses = 3 req. + 2 elective

2nd Major in CS: 10 courses + capstone

CSE 332
- O-O Design