60 Lucky Clover

ハノイ国家大学
Nguyen Thi Huyen, Tong Ly Trinh
Nguyen Van Vinh(教員)

1. Solution idea

Our idea is looking for two pieces with matching angles, merge them together, then treat it as a piece and continue to do so until the completion of matching all the pieces. Each step, we draw to the screen to track the match of the image to be able to give up or accept.

2. Find two matching pieces

2.1 Find the right angles

We will use the algorithm to find the angles of each other with high heuristic: angles different from 90 degree, angles with the least number of matching cases, the angles with the most matched vertices. We can use the algorithm A *.

2.2 Put two priority polygons together

We will use the translate function to make the two corners coincide, and then rotate and test the two overlapping images to put the two together. Then, we use the function of the border of the grafted image and considered a new polygon. When merging two polygons together, we added the gpc.h library.

2.3 Export the screenshots

Each step, we can see, accept or remove the image is not reasonable.

3. programming language

Our team uses C ++ and Javascript to design the project.

4. Environment and application

The program will run in Window 10 or Window 7, Mozzilla Firefox. We write the project on Codeblock and Sublime text.