

Learning to Make Slides with Beamer

CSC Geographic Information Systems

Cornell College

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Background

We can use computers and software to make maps.

Technology has also made it easier to use maps to solve problems.

Projections

- ▶ Azimuthal
- ▶ Cylindrical
- ▶ Conical

Algorithms

1. Dijkstra's shortest path algorithm
2. Kruskal's algorithm for constructing a minimum spanning tree
3. Prim's algorithm for constructing a minimum spanning tree
4. Fortune's algorithm for constructing a Voronoi diagram

Recursion

$$\gcd(a, b) = \gcd(b, a \bmod b)$$

$$\gcd(a, 0) = a$$

Example

```
/* Variation of Hello, world program. */  
#include <stdio.h>  
  
int main( int argc, char** argv ){  
    printf( "Good_morning!\n" );  
} // main( int, char** )
```