

## Coordinate conundrums 1

There are several ways that computers store images. With vector graphics you record the points, lines and shapes in a picture. It is a way to program an image. This puzzle involves drawing a picture in a similar way.

This knightly picture is made of seven shapes each given by a colour and a list of the coordinates of its vertices (corners). For each shape:

1. Plot the list of (x, y) coordinates on the grid.
2. Join the dots (which start and end at the same place) to make the shape.
3. Colour the shape you have made with the colour at the start of the list.

So, for example, on the second line (1,7) means plot the point 1 along and 7 up. It is part of a new shape, coloured green, that ends at the same point.

The shapes are:

red (5,5) (6,4) (5,1) (4,4) and join back to (5,5)

green (1,7) (2,8) (3,7) (2,6) and back to (1,7)

green (4,7) (5,8) (6,7) (5,6) and back to (4,7)

green (7,7) (8,8) (9,7) (8,6) and back to (7,7)

blue (1,11) (2,11) (2,10) (3,10) (3,11) (4,11) (4,9) (1,9) and back to (1,11)

blue (6,11) (7,11) (7,10) (8,10) (8,11) (9,11) (9,9) (6,9) and back to (6,11)

yellow (0,12) (10,12) (9,4) (8,2) (6,0) (4,0) (2,2) (1,4) and back to (0,12)

