

Temă specială: taijitu

<https://en.wikipedia.org/wiki/Taijitu>

Următoarea clasă desenează un taijitu clasic:

```
public class Taijitu_01 : ComplexForm
{
    enum Sens { stg, drp, stgDrp }

    Color Alb = Color.White;
    Color Negru = Color.Navy;
    Complex i = new Complex(0, 1);

    void UnSemiDisc(Complex q, double r, Sens sens, Color col)
    {
        for (int ii = imin; ii <= imax; ii++)
        {
            for (int jj = jmin; jj <= jmax; jj++)
            {
                Complex z = getZ(ii, jj);
                if (sens == Sens.stg && z.Re > q.Re) continue;
                if (sens == Sens.drp && z.Re < q.Re) continue;
                if ((z - q).Ro < r) setPixel(ii, jj, col);
            }
        }
    }

    public override void makeImage()
    {
        double a = 6.1;
        setXminXmaxYminYmax(-a, a, -a, a);
        ScreenColor = Color.Cyan;

        UnSemiDisc(0, 6, Sens.stg, Alb);
        UnSemiDisc(0, 6, Sens.drp, Negru);

        UnSemiDisc(3 * i, 3, Sens.drp, Alb);
        UnSemiDisc(-3 * i, 3, Sens.stg, Negru);

        UnSemiDisc(3 * i, 1, Sens.stgDrp, Negru);
        UnSemiDisc(-3 * i, 1, Sens.stgDrp, Alb);

        resetScreen();
    }
}
```

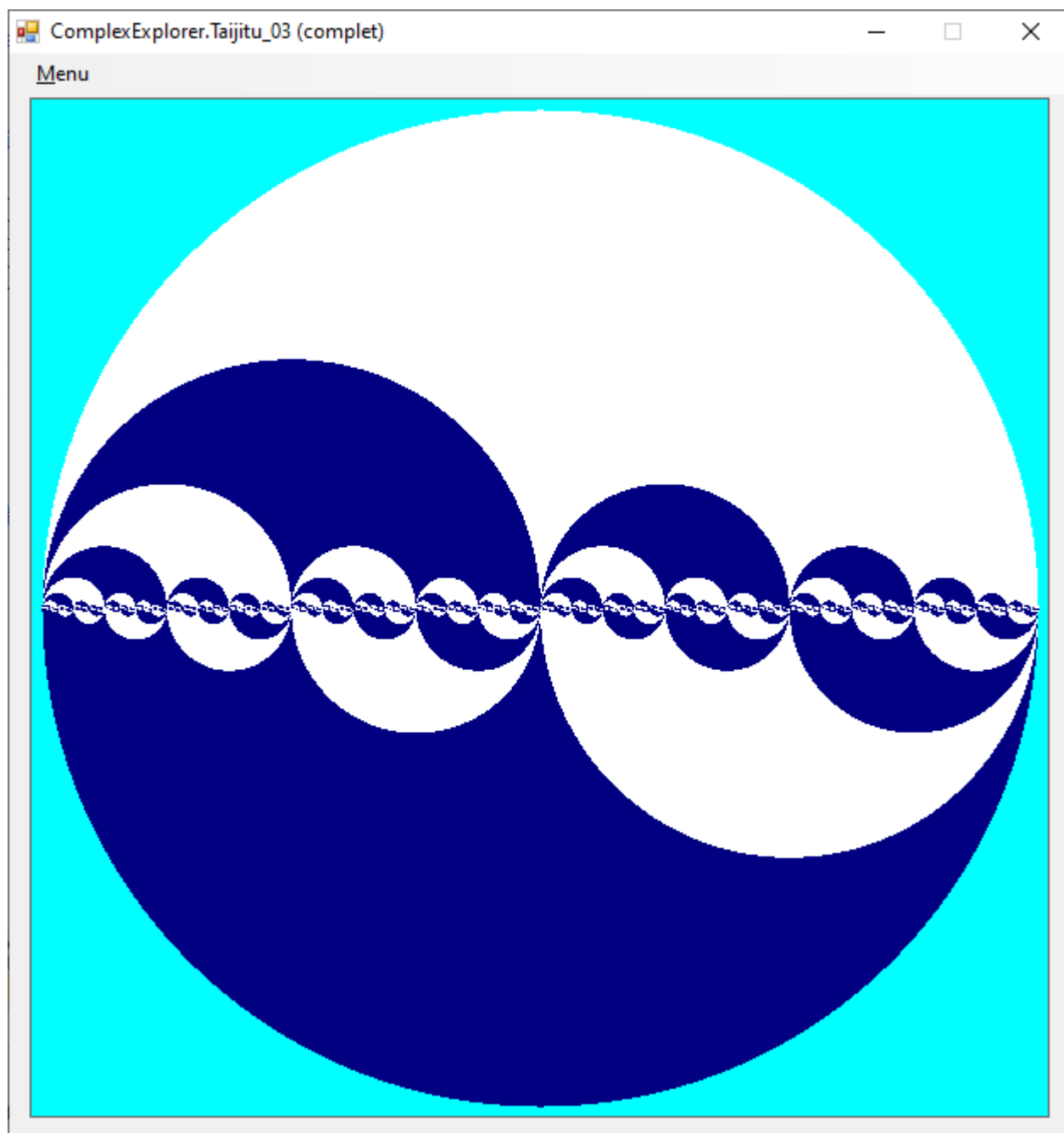
ComplexExplorer.Taijitu_01 (complet)



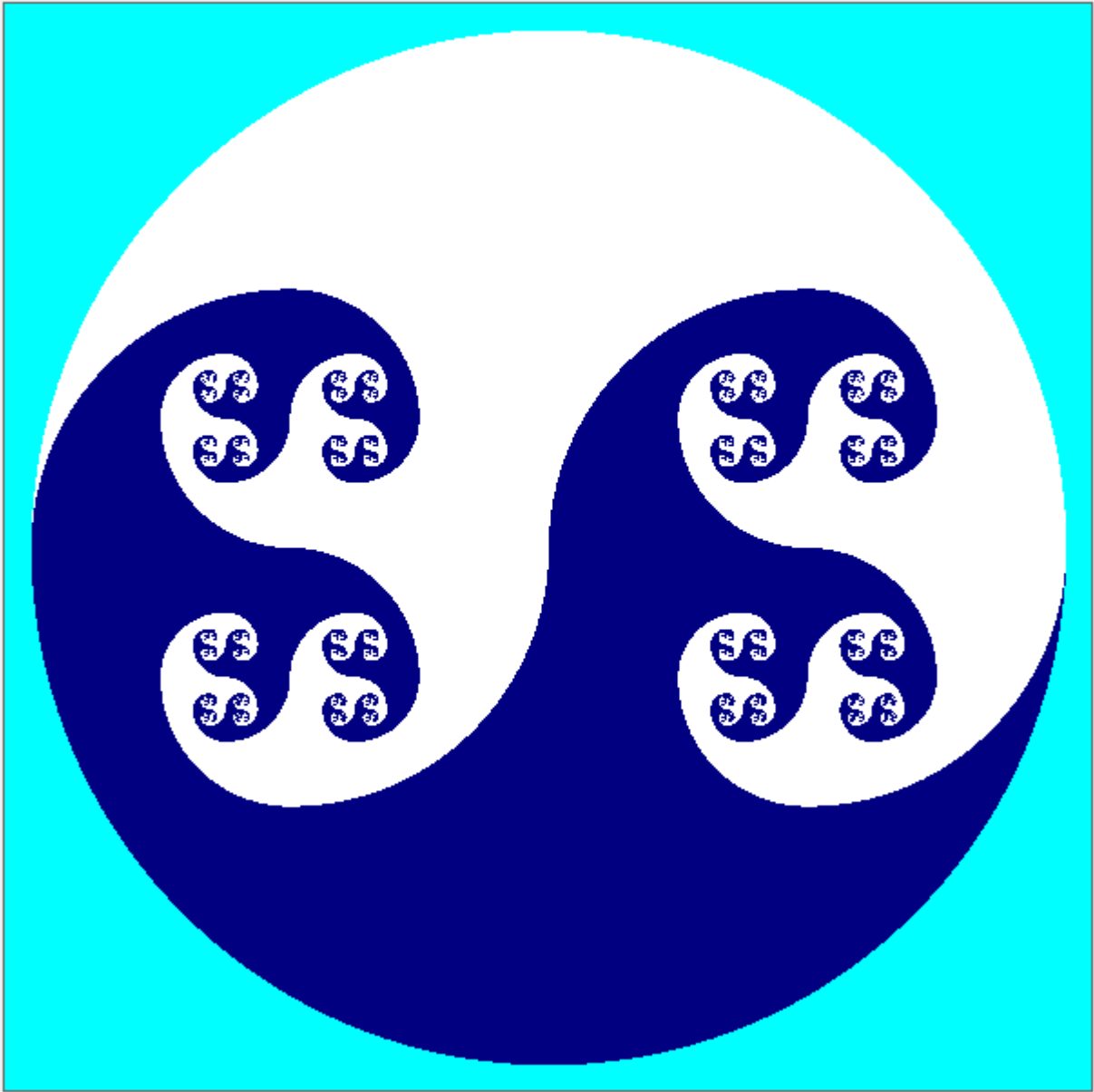
Menu



Incercați să desenați următoarele variațiuni recursive:



Menu



Menu

