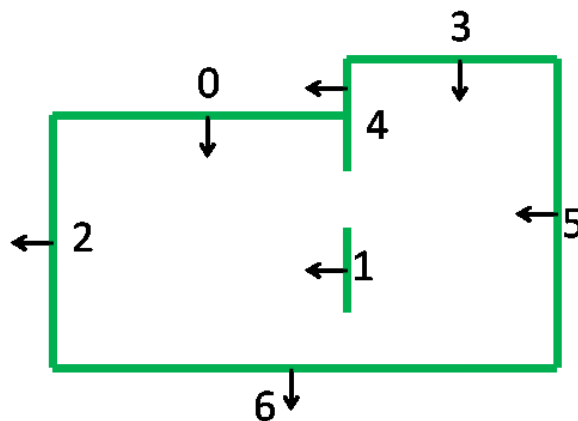


## Exercises for Spatial Databases and GIS

### Sheet 7 (until 23.12.2011)

#### Exercise 1 (BSP-tree)

1. Construct the BSP tree using the heuristic (slide 467) for the example on slide 471. In contrast to the solution presented during the lecture, objects that lie on the same splitline should be stored in one node.
2. What influence does the orientation of the split lines have, i.e. how would the tree change if you change the orientation of some of them?



## Exercise 2 (SVG)

Implement the signature “snowman” as a group of SVG-commands. The grid width is 2 and the red cross is not a part of the signature, it marks the origin of the grid.

