

# asytest

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## 1 Test asymptote



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```
1 import three;
2
3 size(560,320,IgnoreAspect);
4 size3(140,80,15);
5 currentprojection=perspective(-2,20,10,up=Y);
6 currentlight=White;
7
8 real a=-0.4;
9 real b=0.95;
10 real y1=-5;
11 real y2=-3y1/2;
12 path A=(a,0){dir(10)}:::dir(89.5)}(0,y2);
13 path B=(0,y1){dir(88.3)}:::dir(20)}(b,0);
14 real c=0.5*a;
15 pair z=(0,2.5);
16 transform t=scale(1,15);
17 transform T=inverse(scale(t.yy,t.xx));
18 path[] g=shift(0,1.979)*scale(0.01)*t*
19   texpath(Label("\it symptote}",z,0.25*E+0.169S,fontsize(24pt)));
20 pair w=(0,1.7);
21 pair u=intersectionpoint(A,w-1--w);
22
23 real h=0.25*linewidth();
```

```

24 real hy=(T*(h,h)).x;
25 g.push(t*((a,hy)--(b,hy)..(b+hy,0)..(b,-hy)--(a,-hy)..(a-hy,0)..cycle));
26 g.push(T*((h,y1)--(h,y2)..(0,y2+h)..(-h,y2)--(-h,y1)..(0,y1-h)..cycle));
27 g.push(shift(0,w.y)*t*((u.x,hy)--(w.x,hy)..(w.x+hy,0)..(w.x,-hy)--(u.x,-hy)..(u.x-hy,0)..cycle));
28 real f=0.75;
29 g.push(point(A,0)--shift(-f*hy,f*h)*A--point(A,1)--shift(f*hy,-f*h)*reverse(A)--cycle);
30 g.push(point(B,0)--shift(f*hy,-f*h)*B--point(B,1)--shift(-f*hy,f*h)*reverse(B)--cycle);
31
32 triple H=-0.1Z;
33 material m=material(lightgray,shininess=1.0);
34
35 for(path p : g)
36     draw(extrude(p,H),m);
37
38 surface s=surface(g);
39 draw(s,red,nolight);
40 draw(shift(H)*s,m);

```



```

1 int a=1;
2 int b=1;
3 printf("%d\n", a+b);

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