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%%  
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% 03-07-19  
% Lab Section #202  
% Project 2: Chaos Game, Spring 2019
```

```
%%  
function cutFraction = getCutFraction(numVert)  
% calculates the cutting fraction based on the number of vertices  
  
% Input: numVertices - integer for the number of vertices of the polygon  
% Return: cutFraction - real number  
  
% finding alpha beta and gamma to use in the equation to find the cutting  
% fraction  
alpha = pi/numVert;  
beta = 2.*alpha.*(ceil(numVert./4)-0.5);  
gamma = beta - (pi/2);  
  
% Finding the cutting fraction  
cutFraction = sin(alpha)./(sin(alpha)+cos(gamma));  
  
end
```