Several times in these notes, I have mentioned situations in which it is convenient to have a graphing screen where pixels are located at integral lattice points. The following program lets you select a good viewing window without worrying about where the pixels are located. You can then run this program and it will adjust the viewing window slightly so that there are pixels at integral lattice points. For example, if you are using the ZSTD settings, this program will reset the range variables to \([-11,10]\) \([-32/10]\). The amount of adjustment depends on the magnitude of \(xMax-xMin\) and \(yMax-yMin\). For moderate ranges, the amount of adjustment is insignificant.

**PROGRAM: ADJWIN**

\[
\begin{align*}
&\text{xMax}-\text{xMin} - W \\
&\text{round}(126/W,0) - N \\
&\text{round}(\text{xMax}^*N,0) - M \\
&\text{M}/\text{N}-\text{xMax} \\
&\text{xMax}-(126/N) - \text{xMin} \\
&\text{yMax}-\text{yMin} - W \\
&\text{round}(62/W,0) - N \\
&\text{round}(\text{yMax}^*N,0) - M \\
&\text{M}/\text{N}-\text{yMax} \\
&\text{yMax}-62/N-\text{yMin} \\
&\text{DispG}
\end{align*}
\]