

Programming Assignments

Group members

BROWN, PATRICE R.
DURAND, JAN R.
HUBBERT, NICHOLAS L.
KEVIN ANTHONY
WILSON, JENNIFER B.

Project 1:

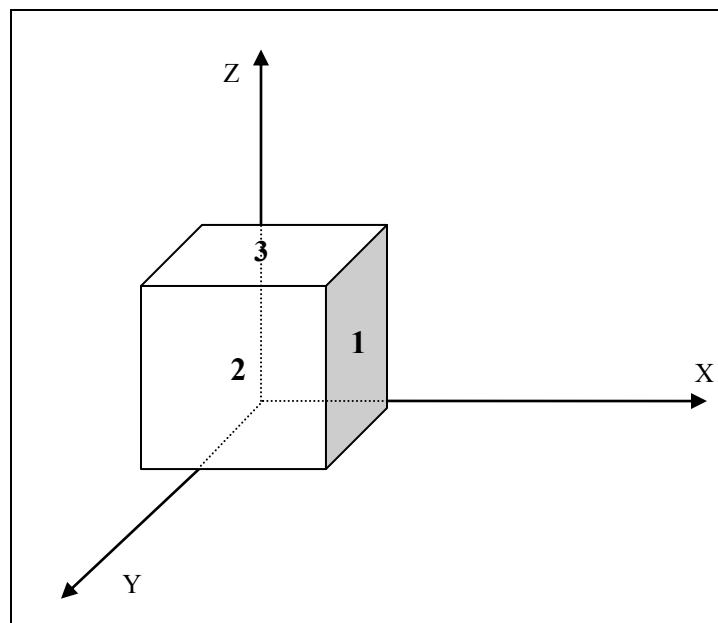
1. Draw a cube with faces having different colors. When you click on any face of the cube it should rotate the cube by 90 degrees counterclockwise in

(i) Direction x

(ii) Direction y

(iii) Direction z

- When the user clicks on face 1, it should rotate the cube about x coordinate
- When the user clicks on face 2, it should rotate the cube about the y coordinate
- When the user clicks on face 3, it should rotate the cube about the z coordinate



2. You ask the user to enter the angle of rotation and make the cube rotate about any of the three axes with respect to this entered angle.

Group members

JOHNSON, JARLON J.
SAMPSON, NADINE S.
TAYLOR, LONI S.
WILLENS, PAUL A.

Project 2:

Draw a sphere (of radius R) on the screen as well as a set of points (cloud) far from the sphere. As soon as the user clicks on the surface of the sphere, the sphere will move randomly to different positions and the cloud of points will follow the sphere in its location. As soon as the user clicks on the surface of the sphere a second time, everything will stop moving. Another click and the scenario will resume all over again. **The sphere is an attractor.**

