Exercise: *Due by classtime April 3rd*

Exercise 16.0: Animation: animate the viewing angle of the $sin(2x)sin(y)$ surface
This exercise makes use of your `coordinateArray` function.
Filename: `YourName_animSinSin.pro` (as long as it makes it on git, `YourName` is optional)

Exercise 18.0: Pointers. *Journal* file called `YourName_Ex18.0.pro`

Exercise 18.1: Using pointers to create structures containing different-sized arrays
Journal file called `YourName_Ex17.1.pro`

Whuduzitdo? Nothing! No WDIDs in this assignment.

Turn in via github
`git add` the following files:
`YourName_animSinSin.pro`
`YourName_Ex17.0.pro`
`YourName_Ex17.1.pro`
`YourName_wdid15.1.txt`
then `git commit` and `git push`

Graded Homework 8 Due by midnight the night of Monday, April 1st, 2013.
Be careful with the filenames. You don't want to overwrite earlier versions.

Homework 15.5: Expand Homework 15.4 to be N-body
Filename: `YourName_twoD_Nbody_HW15.5.pro`
Result should look similar to plot front of the book, Part 2.

Homework 15.6: `initialize_`*`all`*`Stars` function
Filename: `YourName_twoD_Nbody_HW15.6.pro`

Homework 15.7: Convert to a 3D simulation & use *read-only system variables* or a read-only method *not* COMMON blocks
Also: as described in Homework **18.0**, (but based on *this* homework problem), use a system variable structure for unit variables instead of passing them as parameters.
Filename: `YourName_threeD_Nbody_HW15.7.pro`.

Homework 16.0: Animate star motion
Filename: `YourName_threeD_NbodyAnimation_HW16.0.pro`
WARNING: Animation building runs very slowly if you run it from home, connected to the cosmos computer.
You will ultimately want to do this homework *in the cosmos lab.* (You might develop it from home, but use a very short time loop, i.e., very few frames just to make sure things are working.)

Turn in via github
`git add` the following files:
`YourName_twoD_Nbody_HW15.5.pro`
`YourName_twoD_Nbody_HW15.6.pro`
`YourName_threeD_Nbody_HW15.7.pro`
`YourName_threeD_NbodyAnimation_HW16.0.pro`
then `git commit` and `git push`