Move a Ball v1

Latest update 11/17/2015 by Austin Morrell

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->>https://plus.google.com/u/0/+AustinMorrell1119972015/posts

->>https://www.facebook.com/austin.morrell

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Languages: English

It is just a program that allows you to control two different circles on a grid.

You can also change the size of the circles but there color will always be changing.

The purpose of this program was to make a library work with a program.

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Difficulties:

I found out that the x and y in my Vecter2 templated class were integers

and not T like they were supposed to be. I changed that in the header so

it is fixed now. I ran into a problem when linking the Math library but it was

just me forgetting to put “.lib” after the name of the library. Last was the problem

with the SDL2.dll, but it just needs to be next to the executable.

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Design:

Uses Command Prompt

Read UML document: 105\_uml.jpg

Code: Source Code

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List of Inputs:

Name: Drag

Expected Input: Click and drag wherever you want.

Name: Move Left Circle

Expected Input: w, a, s, or d

Name: Move Right Circle

Expected Input: up, down, left, right

Name: Change size

Expected Input: q and e

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Run on:

Windows 8

or

Windows 7

>Contact

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