PS3: *N-Body Simulation*

Ps3a:

      In the Ps3a, the assignment was to be able to make a static solar system using the coordinates from a text file. To accomplish this, we need to read each line and save each string into the associated variable. While doing that we would use the operator to be able to do that.

      I used type vectors for the position and velocity because both had a x and y coordinate. I created a global variable that was the scale. We also needed to set each position by taking the screen size and setting each planet to the right position.

      I learned that even with though the planets position numbers were huge, it could easily be placed by multiplying the position by scale and by the size of the window. I also learned that cin can actually read in a string and could read the next string just by using it again. This is done by giving the program a text file to read in.