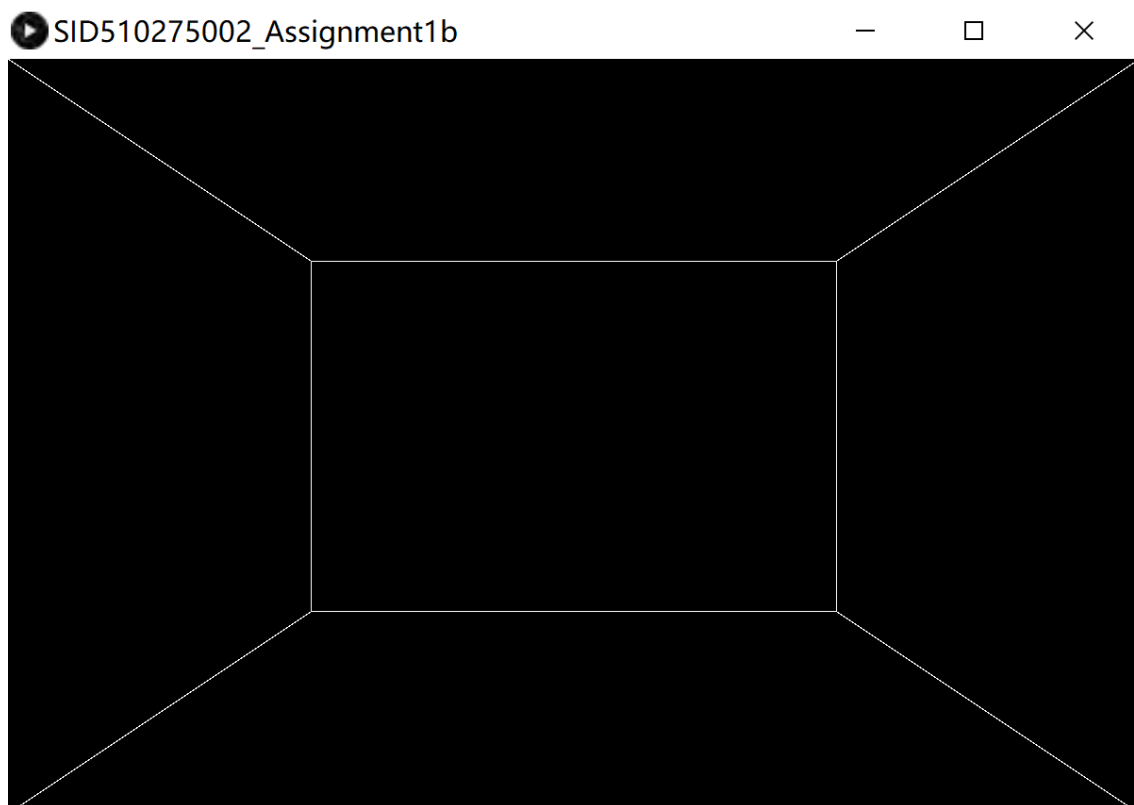


README

Instructions

1. Unzip the zip file SID510275002_Ass1b.zip and then get the folder SID510275002_Assignment1b
2. Open the pde file SID510275002_Assignment1b.pde using Processing IDE
3. Click "Run"
4. In the following interface, click the mouse to generate balls shot from the screen in any direction along the Z axis.



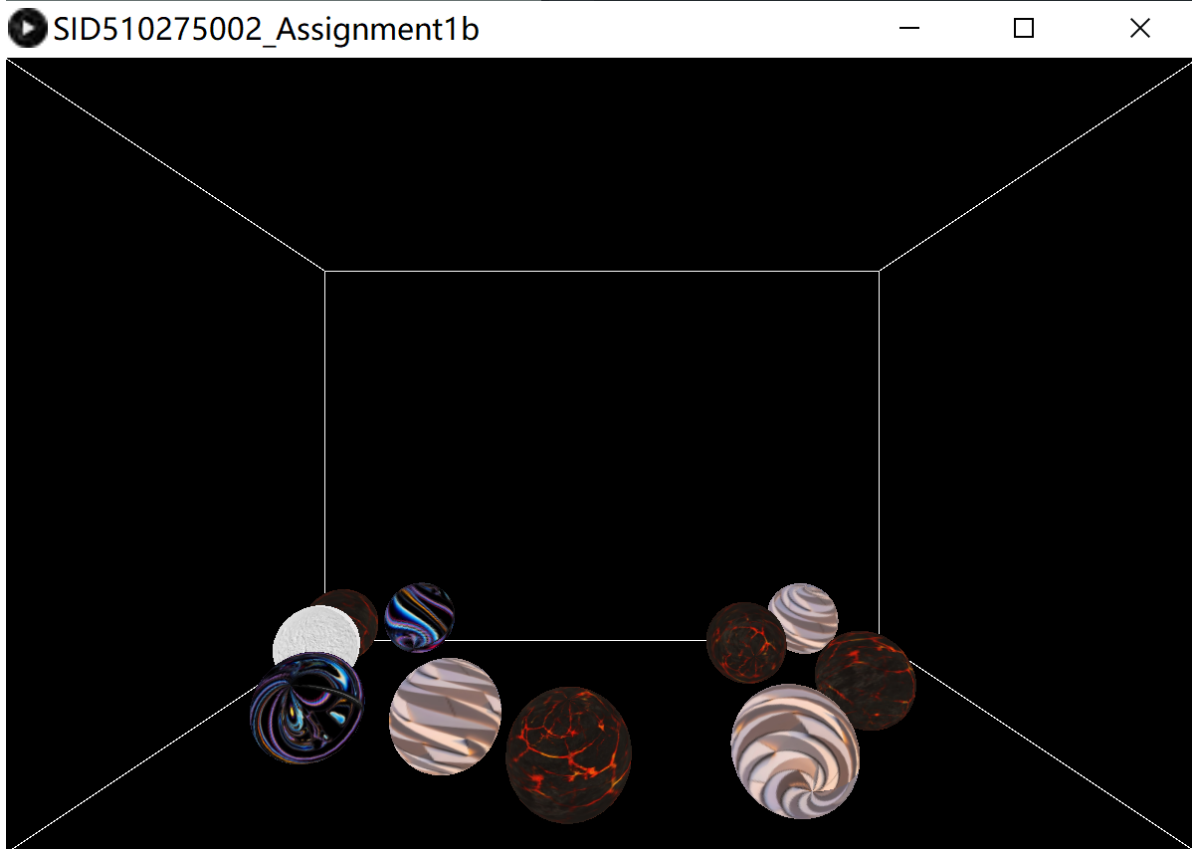
Possible Problem

If PImage is not loaded correctly, modify the code between line26 and line29.

```
25 void set_imgs() {  
26   PImage img1 = loadImage(sketchPath() + "/data/a.jpg");  
27   PImage img2 = loadImage(sketchPath() + "/data/b.jpg");  
28   PImage img3 = loadImage(sketchPath() + "/data/c.jpg");  
29   PImage img4 = loadImage(sketchPath() + "/data/d.jpg");  
30   imgs.add(img1);  
31   imgs.add(img2);  
32   imgs.add(img3);  
33   imgs.add(img4);  
34 }
```

Replace the parameter in loadImage() with the absolute path.

Example



Ten spinning balls with random textures are shot.

Balls finally fall to the ground due to the gravity and stop the movement and rotation.