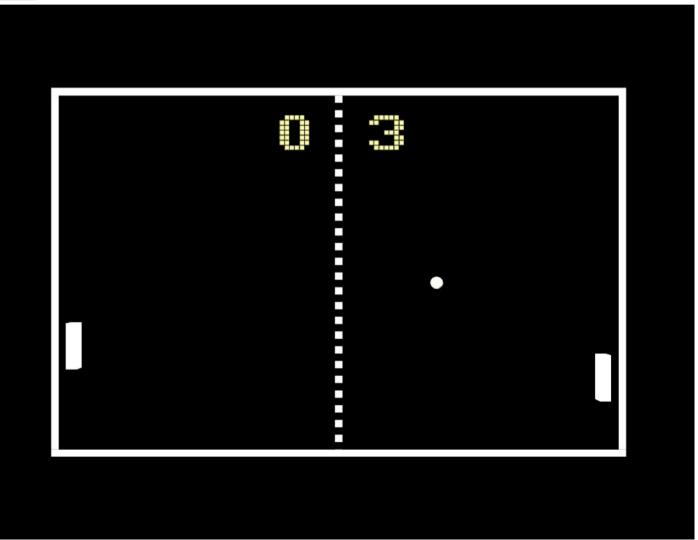
# CS 101 Computer Programming and Utilization

**Projects** 

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#### Pong

- https://en.wikipedia.org/wiki/Pong
- https://www.youtube.com/watch
- Simulate ball motion within a closed polygonal space
- Simulated ball motion with 1 player within rectangular space
- Simulated ball motion with 2 players within rectangular space



### Projectiles, Slingshot

- Simulate projectile motion caused by a slingshot
- Make a game out of it, where the user uses the slingshot (direction and initial speed) to hit targets



## Rube Goldberg machine

https://en.wikipedia.org/wiki/Rube\_Goldberg\_machine

### PGM image files

- Reading PGM files
- Writing PGM files
- Simple manipulations of PGM files
- https://www.cs.swarthmore.edu/~lammert/cs35/s15/Labs/extras/01/pgm\_info.html
- https://hinumduman.home.blog/2018/08/21/basic-operations-onimage-processing-using-pgm-file-formats/
- http://www.codeding.com/articles/pgm-image-manipulation
- Image compression using run-length encoding
  - https://en.wikipedia.org/wiki/Run-length encoding