

## Solar System

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This is a quick guide to help you run the solar system program on your machine. Firstly, you would need to create a java project then create two folders and five classes.

Folder1: models //this folder will contain the texture images and objects

Folder2: sounds //this folder will contain the sounds and music used in this project

Class1: SolarSystem //This is the main class where everything will be ran

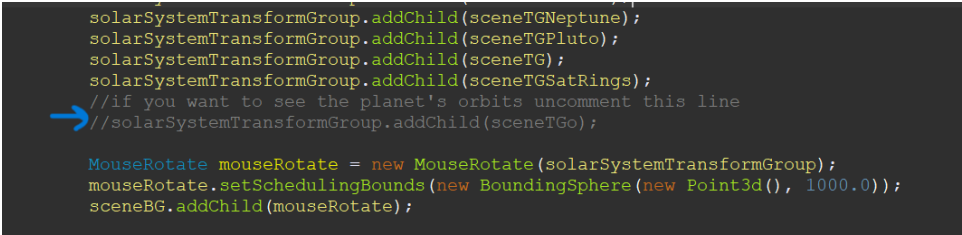
Class2: SolarSysShapes //The shapes class

Class3: CommonsMA //colors and behaviors

Class4: Codes4SS //this class shows multiple views of the solar system at the same time

Class5: SoundUtilityJOAL //sound methods

Note: the orbit lines of the planets are disabled by default thus if you want to see the orbits you need to uncomment one line. Indicated by a blue arrow.



```
solarSystemTransformGroup.addChild(sceneTGNeptune);
solarSystemTransformGroup.addChild(sceneTGPluto);
solarSystemTransformGroup.addChild(sceneTG);
solarSystemTransformGroup.addChild(sceneTGSatRings);
→ //if you want to see the planet's orbits uncomment this line
//solarSystemTransformGroup.addChild(sceneTGo);

MouseRotate mouseRotate = new MouseRotate(solarSystemTransformGroup);
mouseRotate.setSchedulingBounds(new BoundingSphere(new Point3d(), 1000.0));
sceneBG.addChild(mouseRotate);
```

You need to make sure you have the necessary jars to run java3d programs.

Use of Mouse and Keyboard:

The X key enables and disables a background music and the A, S, W, & D keys allow for free navigation inside the universe. On the other hand, you can use the mouse to rotate the entire solar system and when you click on a planet with the mouse a sound will play telling you the planet's name and a fun fact about that planet.