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The assignment number: project 3

Lab section: MW 2:00-3:15

**\*Special features\***

1. \*Support **firing two projectiles** towards each other. If the two projectiles are too close to each other, they will explode wildly and abnormally. \*

2. \*Support firing multiple projectiles at once by **creating a dynamic UI** to set the necessary properties. The properties can be set once the user clicks the “add” button beside the “go” button, and the additional components can be removed if the user clickes the “delete” button on the bottom of those additional components. \*

**\*User’s Guide\***

Once you open the program, you should be able to fire your projectile and see what the fireworks will look like when they explode. You can see two things:

1) The trajectory of the firework after launch

2) And a graphical rendering of the firework exploding

To see those graphics, you need to set the angle [0-90], speed [40-100] and time delay [0-20] of your projectile using the slider. The labels beside the sliders will inform you what is the value you choose. Also you need to select the color and type of firework you want to see. After selecting, clicking the “go” button on the top of the window, you will be able to see the simulation of the graphics of your firework.