This assignment was locked Mar 5 at 11:59pm.

As discussed in class (and I wrote a framework with hints commented out) you should have a class that:

1. contains a list of Body objects. Define the body class in the same file so you can submit only a single .java file.

2. The class Body should be able to draw itself onto a PApplet. Body should use the processing API to load a picture, apply it as a texture to a sphere.

3. Your main class should inherit from PApplet and override draw.

4. The draw method should process the list of bodies, drawing each one in a different location (using translate)  
  
You are responsible to draw at least two bodies. If you draw more, that's great.

You are not responsible to make the moon orbit around the earth, though I described how to do so in class. That may be required in a future assignment.