This assignment was locked Mar 12 at 11:59pm.

Look at the code  from last class: [https://github.com/StevensDeptECE/CPE552-Java/tree/master/2020S/Session07 (Links to an external site.)](https://github.com/StevensDeptECE/CPE552-Java/tree/master/2020S/Session07)

The file solarsystem.dat contains information that you should add into the Body object. Your job is to use Scanner to read in the file.

Skip the first row (example code shown)

The first column is the name of each body. The second column is the body it orbits. For the sun, since it orbits nothing, the name is "???".  The third column is the name of the file to load. In the following directory are a set of 1024x512 images for the entire solar system.  You will eventually hopefully draw them all. For any body with an image of "???" you may ignore the body (not add it) or better, just use a wireframe model and don't add the texture.

The images are available on my google drive in the folder 1k: [https://drive.google.com/drive/u/2/folders/0ByWFfdXuM\_awZmgzTS1LTkNyRDQ (Links to an external site.)](https://drive.google.com/drive/u/2/folders/0ByWFfdXuM_awZmgzTS1LTkNyRDQ)

For this assignment, just display all the bodies side by side. You do not have to make them orbit the sun. That is coming next.  
  
For anyone who wants to get ahead, to make each object orbit so that the transformations of one body do not affect the others, simply wrap with pushMatrix() and popMatrix().  
  
For those of you whose computers are not working with 3d graphics, read in the objects, print them out, and plot in 2d drawing a circle for each one.

