

Synopsis:

I chose to do the Het Lichtatelier store in Enschede. I really like light and thought that I could do something cool with a light-based store. In my program I added the clock featured in the storefront, several lights, the light hanging on a cable, the door, and the text that covers part of the window.



Usage and Interactions:

- Click on a lamp to toggle it on and off. This also selects the lamp as the 'active lamp'.
- If a lamp is selected as the active lamp, you can use number keys to input a color. Once you finish filling in the color it'll update the lamp with that color and turn the lamp on.
- The clock tells time based on your computer's system time.
- Clicking on the background/not on an element that can be interacted with will rotate the lamp on the cable to the direction of your mouse.

Architecture:

- Clock
 - Clock(float initX, float initY)
 - display()
- CordedLamp
 - CordedLamp(float initX, float initY, color initColor, int initLength)
 - display()
- Cord
 - Cord(float initX, float initY, int cableLength)
 - display()
 - update()
 - drag(float mx, float my)
- CordUnit
 - CordUnit(float initR)
 - display()
 - update(float newX, float newY)
- Lamp
 - Lamp(float initX, float initY, float initR, color lightColor)
 - display()
 - update()
- Light
 - Light(String shapeName, color c)
 - display()
 - makeLight(color c)

