

Location: Route Du Soleil - Haverstraatpassage 39,
7511 EV Enschede

Clock

The clock displays the real time when the program is loaded up. When the arrow keys are pressed(left or right), the clock arms will start spinning faster to create an effect of going forwards in time. The same can be done in the opposite direction.

Volkswagen van

With the arrow keys, the van can drive on the top border of the painting. It supports the effect of going forwards or backwards in time.

Painting/Flowers

When the arrow keys are pressed to either left or right(time warps), the flowers on the tree will either fall to the ground or fly upwards to the top border of the painting. It once again supports the effect of time changing.

Lamps

The Lamps swing around on the canvas to give it a bit more life.

Classes

eventHandler

This class manages the Array for the flowers. It sets different values depending in which state the flowers currently are(falling/flying upwards). When a mouse button is pressed, It resets the flowers position on the tree. This class also makes the lights swing.

Clock

In the clock class, the background for the clock is drawn and an image is loaded onto it. Additionally, the real lifetime is used to display clock arms that get updated every second/minute/hour.

Cog

This class just displays the different kinds of cogs on the clock. Moreover, it handles the rotation of the cogs.

Control

This class controls what happens when the arrow keys are pressed(clock arms spin faster, car moves, flowers fall).

Lamps

This class displays the lamps and the glowing effect around them. It initiates the rotation/swinging.

Math used is as follows - $\text{PI}/5.0 * \cos(\text{millis} \bmod 3000, 0, 3000, 0, \text{TWO_PI})$

Painting

This class displays the painting canvas with the tree on it



Flowers

This class sets the design for the flowers on the tree in the painting. It also sets the borders for the flowers in which they can move.

Making them fall math - $yPosFlowers = yPosFlowers + 2 * velocity$;

Car

In the class car, the display method displays the image of the car, the left and right functions change the xPosition of the car to move it and the border method makes the car go back on the canvas if it goes out of it.

