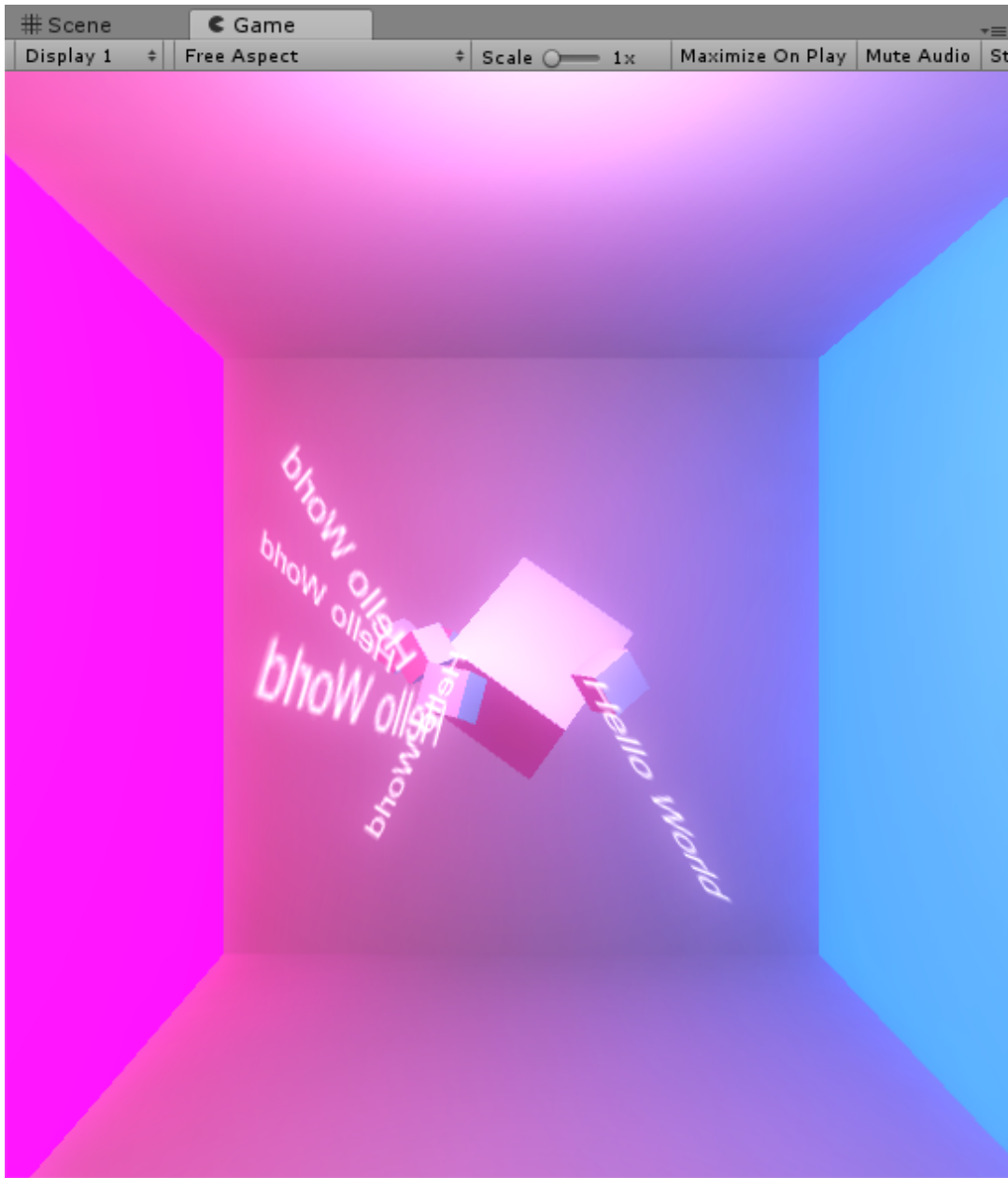


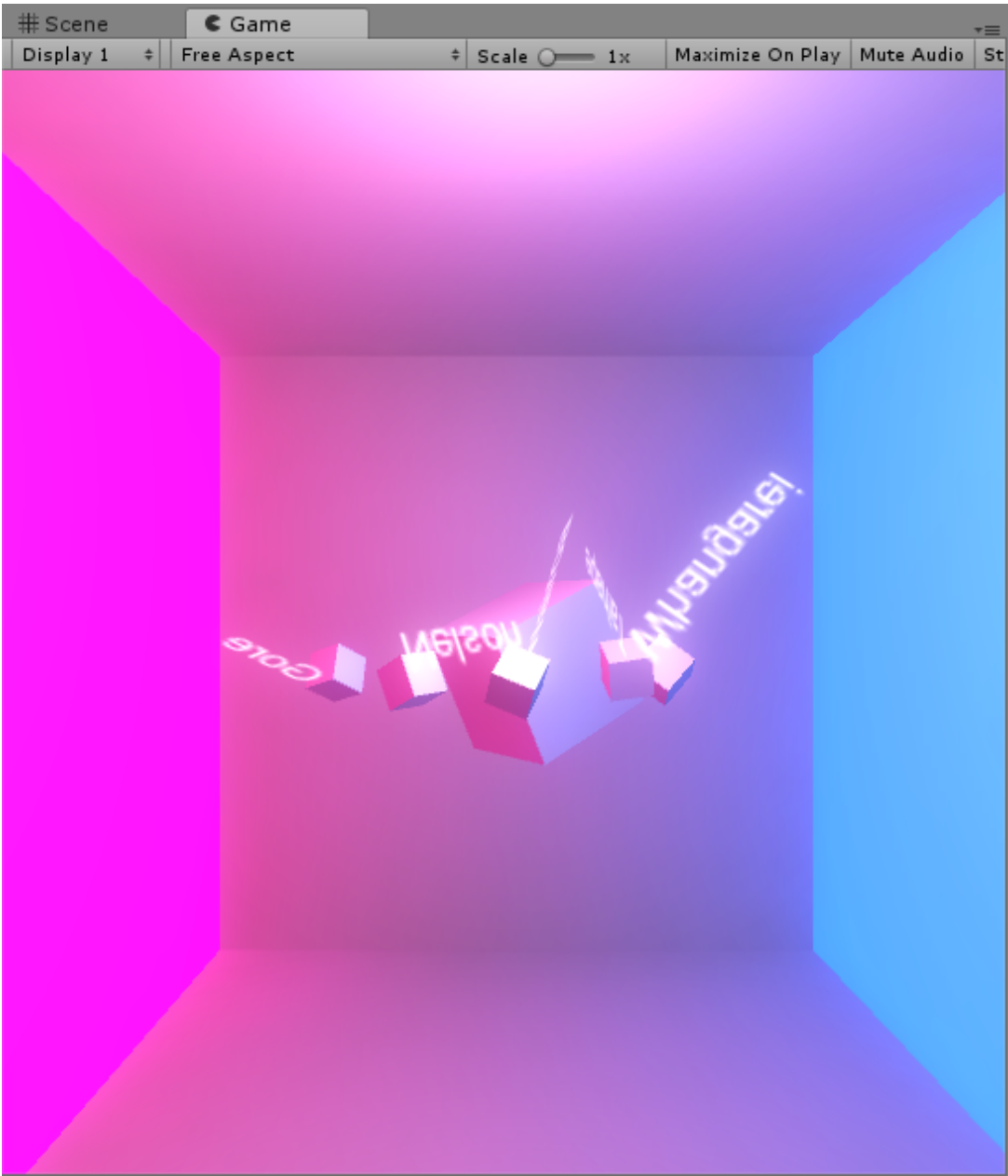
Lab Test 2

- Isaac Brown (ibro991)
- Github URL: <https://github.com/assasafras/Infosys320-Lab-Test-2>

1. Create a spinning cube for each Town



2. Attach the TownName to it



3.

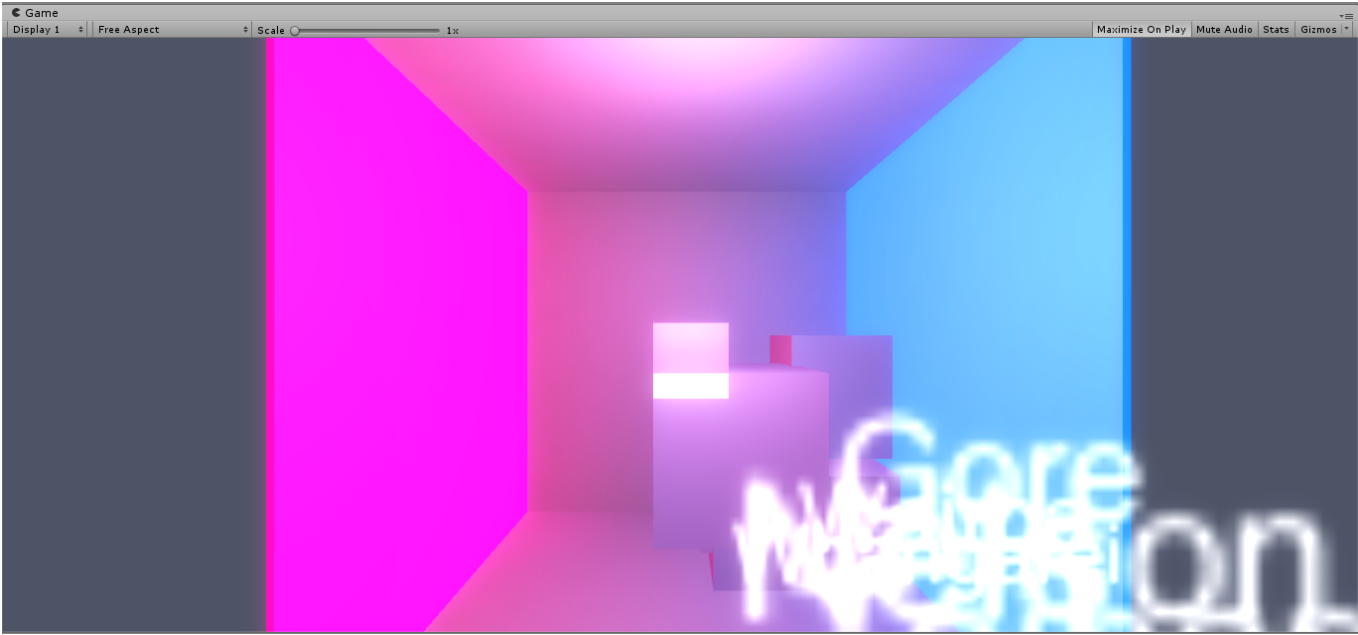
Place Cubes at their Latitude, Altitude, Longitude coordinates



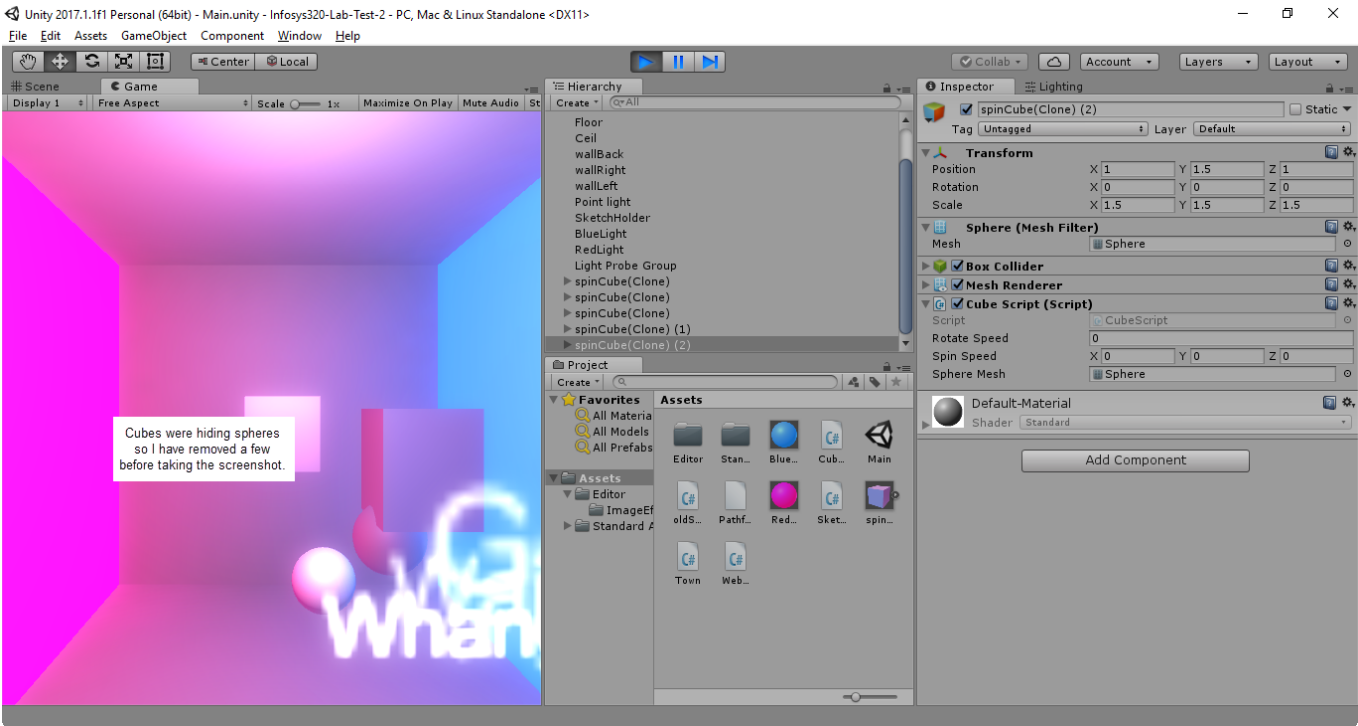
4. Stop them spinning



4.1. Set the size of each cube



4.2. Set Prefab based on “Symbol” value



5. Set a breakpoint and examine values in array of Towns

The screenshot shows the Visual Studio IDE with a C# script named `Towns.cs` open. A breakpoint is set at line 26, which contains the initialization of variables `i`, `totalCubes`, and `totalDistance`. The `Locals` window on the right displays the state of the program at the breakpoint. The `towns` array is expanded, showing the first element `towns[0]` as a `Town` object. The properties of this `Town` object are listed, including `Altitude` (0.5), `Latitude` (2), `Longitude` (2.5), `Size` (4), `Symbol` ("Cube"), `TownId` (2), `TownName` ("Taihape"), `createdAt` ("10/24/2017 10:33:28 PM"), `deleted` (false), `id` ("80ccdf5e-58a0-4224-a3fa-d414108d2d01"), `updatedAt` ("10/24/2017 10:33:26 PM"), and `version` ("AAAAAAAAALco=").

```
string jsonResponse = request.Get(_websiteURL);  
13  
14 //Just in case something went wrong with the request we check the reponse  
15 if (string.IsNullOrEmpty(jsonResponse))  
16 {  
17     return;  
18 }  
19  
20 //We can now deserialize into an array of objects - in this case the class  
21 Town[] towns = JsonSerializer.Deserialize<Town[]>(jsonResponse);  
22  
23 //=====  
24 //YOU WILL NEED TO DECLARE SOME VARIABLES HERE SIMILAR TO THE CREATIVE CODING  
25  
26 int i = 0;  
27 int totalCubes = 30;  
28 float totalDistance = 2.9f;  
29 //=====  
30  
31 //We can now loop through the array of objects and access each object indiv  
32 foreach (Town town in towns)
```

Name	Value	Type
this	"SketchHolder (Sketch)"	Sketch
jsonResponse	"[{\"id\":\"7a707f3e-9799-4e54-bd3d-e6e6b079dccc9\",\"createdAt\":\"10/24/2017 10:33:28 PM\",\"deleted\":false,\"id\":\"80ccdf5e-58a0-4224-a3fa-d414108d2d01\",\"updatedAt\":\"10/24/2017 10:33:26 PM\",\"version\":\"AAAAAAAAALco=\"	System.S
towns	Town[5]	Town[]
towns[0]	{Town}	Town
towns[1]	{Town}	Town
towns[2]	{Town}	Town
towns[3]	{Town}	Town
towns[4]	{Town}	Town
i	0	System.I
totalCubes	0	System.I
totalDistance	0	System.S

6. Make spheres a different colour to cubes

