

# Programming Language Theory – Summer 2016

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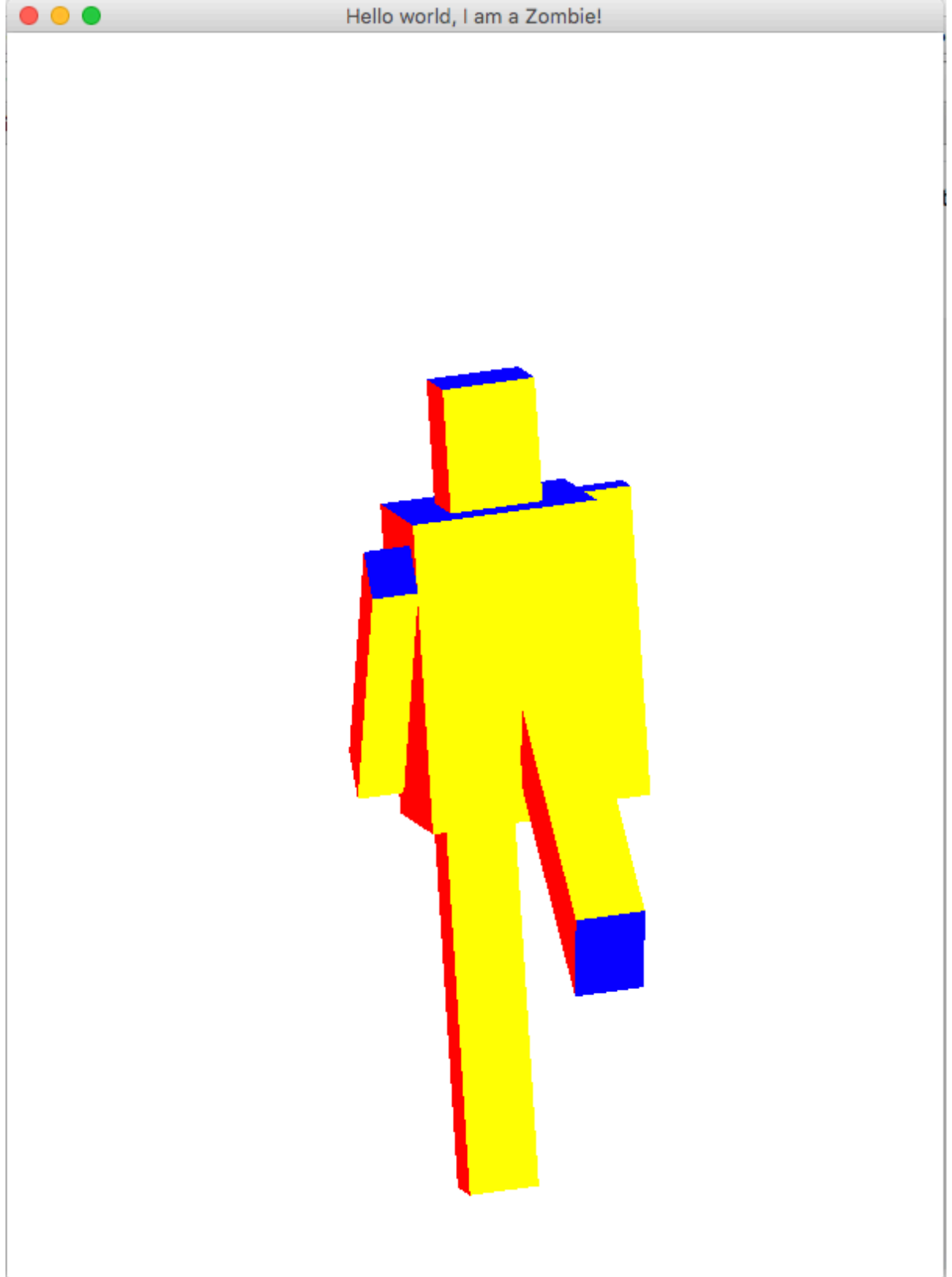
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## 1 Introduction

- A zombie is coming~
- Todos:
  - Sub obj% for cubes, and spheres if I need and want to implement any sphere for head, or eyes.
  - Team body’s spiderman I will try to figure out how to Texture or draw as the dancing stage.
  - Need figure out thow to dance with time changes, or how to move according to keytype input.
- After the ugly yet cute 2d draw trial, I figured I should always stick to what I learned a little bit about, like opengl. So even there are limited resources on line compared against Android Opengl 3d Java c++ examples, here it comes, a starter trial of a rotatable cube (with inherited vertex/direction errors from tetris/3d, but it will be fixed).
- A simple rotatable cube is looking like:



## 2 References

### 2.1 opengl sgl

- rect hello world <https://lists.racket-lang.org/users/archive/2010-October/042474.html>
- cube base: <https://gist.github.com/tonyg/5425736>

- Texture Atlases <http://jeapostrophe.github.io/2013-05-06-texture--post.html>
- Planet Cute [http://docs.racket-lang.org/teachpack/2htdpPlanet\\_Cute\\_Images.html](http://docs.racket-lang.org/teachpack/2htdpPlanet_Cute_Images.html)
- Texture <https://www.mail-archive.com/racket-users@googlegroups.com/msg03203.html>
- <http://lists.racket-lang.org/users/archive/2010-November/043118.html>
- sgl <https://github.com/racket/sgl>
- cube [https://rosettacode.org/wiki/Draw\\_a\\_cuboid#Racket](https://rosettacode.org/wiki/Draw_a_cuboid#Racket)
- pict3d <https://github.com/ntoronto/pict3d>
- pict3d <https://docs.racket-lang.org/pict3d/index.html>
- buffering <https://lists.racket-lang.org/users/archive/2015-March/066355.html>
- c++ racket ex <http://home.adelphi.edu/sbloch/class/archive/333/fall12013/examples/pentagon/>
- <https://rosettacode.org/wiki/OpenGL#Racket>
- 
- 3d programming: <http://cs317y982s950831.blogspot.com/>
- 原理: <http://cuiqingcai.com/1867.html>
- <http://cuiqingcai.com/1867.html>
- 2d <http://cuiqingcai.com/1597.html>
- tech cube <http://wiki.jikexueyuan.com/project/opengl-es-basics/3d-images.html>
- colorful <http://cs317y982s961535.blogspot.com/2010/04/2-3d.html>
- <http://www.d3dweb.com/Documents/201202/15-15182458704.html>
- define-struct <http://lists.racket-lang.org/users/archive/2008-July/026133.html>
- class ex <https://learnxinyminutes.com/docs/racket/>
- gui <https://docs.racket-lang.org/pict3d/rendering.html>
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### 3 OOP

- oop <https://docs.racket-lang.org/guide/classes.html>
- creating classes <https://docs.racket-lang.org/reference/createclass.html>
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#### 3.1 robot dance

- <https://www.youtube.com/watch?v=lacAgc7rv1o>
- <https://www.youtube.com/watch?v=AoCXPicEa8o>
- <https://www.youtube.com/watch?v=wQ4KXoFHwL4>
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## 3.2 other

- framework <https://github.com/NetEase/lively-logic>
- <https://www.youtube.com/watch?v=Sch0zmP6R5A>
- <https://www.youtube.com/watch?v=ayqhX9UA6FY>
- <http://racket.tchen.me/practical-racket.html>
- 图形: <https://www.zhihu.com/question/20789155>
- threads <http://www.ithao123.cn/content-4141200.html>
- <http://docs.racket-lang.org/guide/classes.html>
- <https://docs.racket-lang.org/quick/>
- <http://docs.racket-lang.org/draw/index.html>
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