Programming Language Theory – Summer 2016

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Contents

1 Introduction

- Todos:
  - Don't like the 24 size vector, want to change to be a 8 something, so that it will be easier for me to manipulate other instance of objects as well.
  - Try to find better way to handle obj% drawing methods, so that on-paint I may just call the obj's draw methods.
  - Sub obj% for cubes, and spheres if I need and want to implement any sphere for head, or eyes.
  - Will add some others related later according to buddy & course instructor.
  - Will update tonight or tomorrow to update status.
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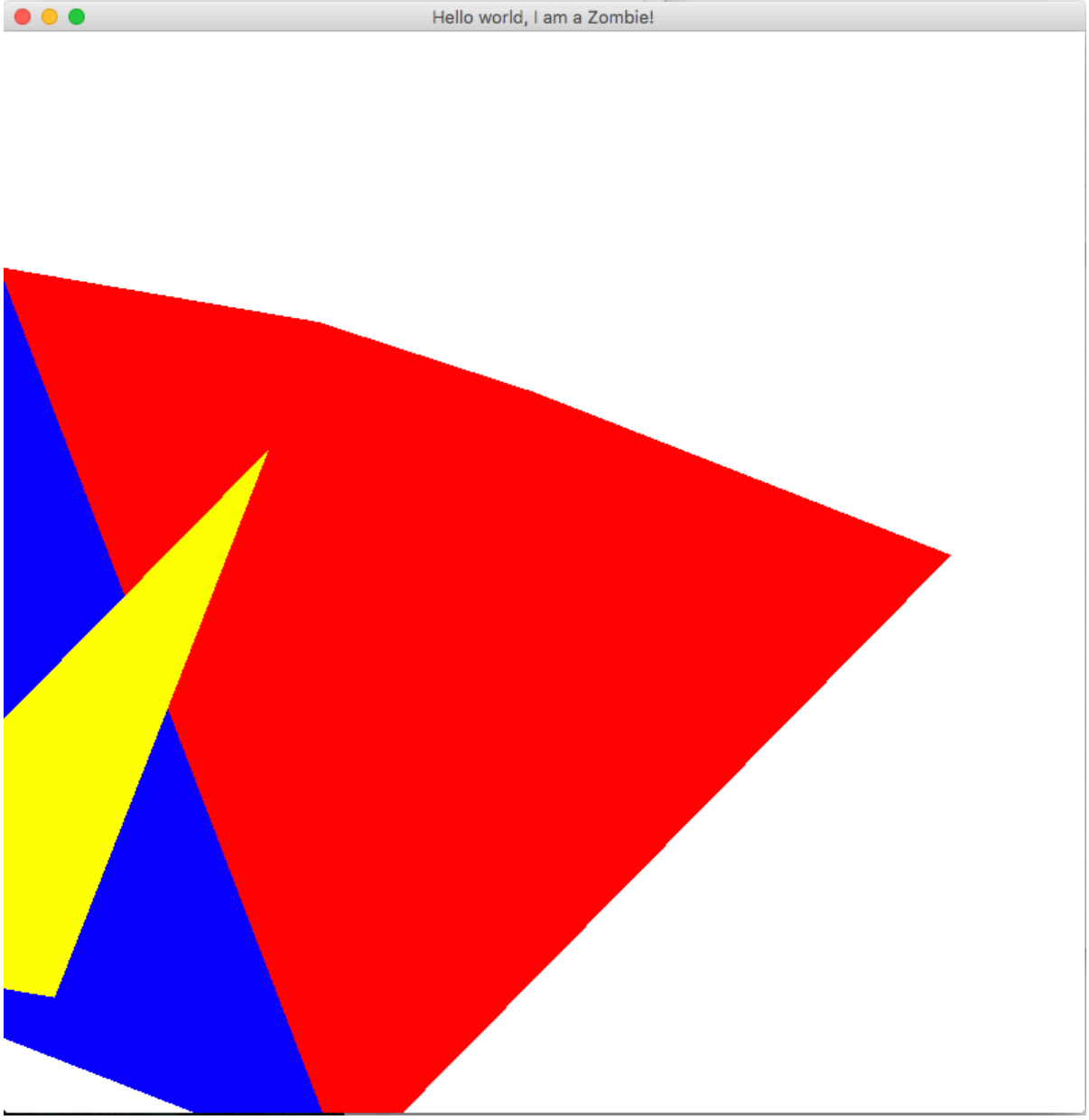
- After the ugly yet cute 2d draw trial, I figured I should always stick to what I learned a little bit about, like opengl. So even there are limited resources on line compared against Android Opengl 3d Java c++ examples, here it comes, a starter trial of a rotatable cube (with inherited vertex/direction errors from tetris/3d, but it will be fixed).
- A simple rotatable cube is looking like:



- hw1: A in-class demo using Racket on Wednesday evening 5/25/2016. My teammate and I are planning on some kind of animation, but have not got the final ideas yet (DrRacket Image/Rsound Animation).
- willl work on tetris 3d in the rest of the evening.

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
- 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
- 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/fall2013/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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