Programming Language Theory – Summer 2016

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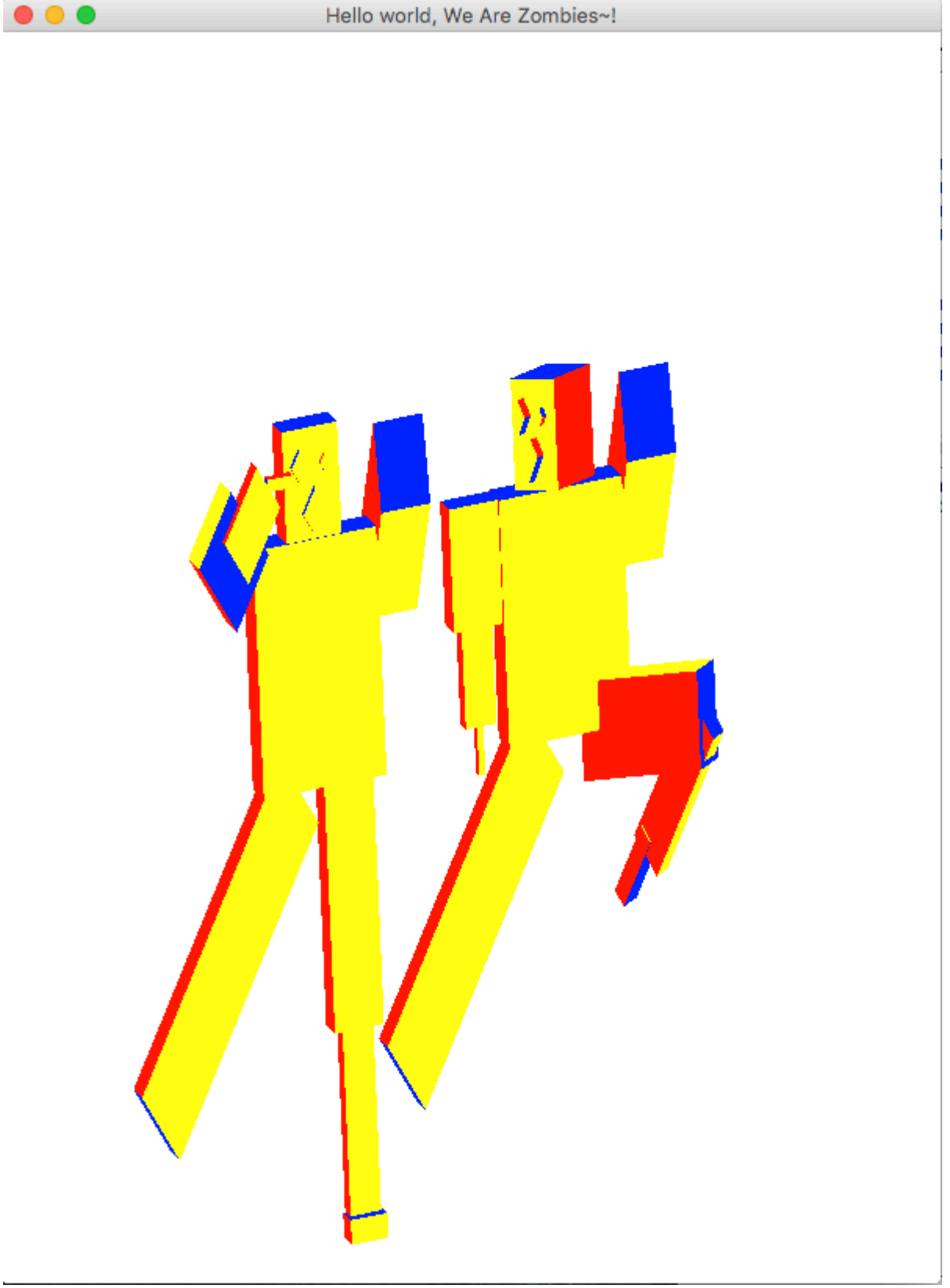
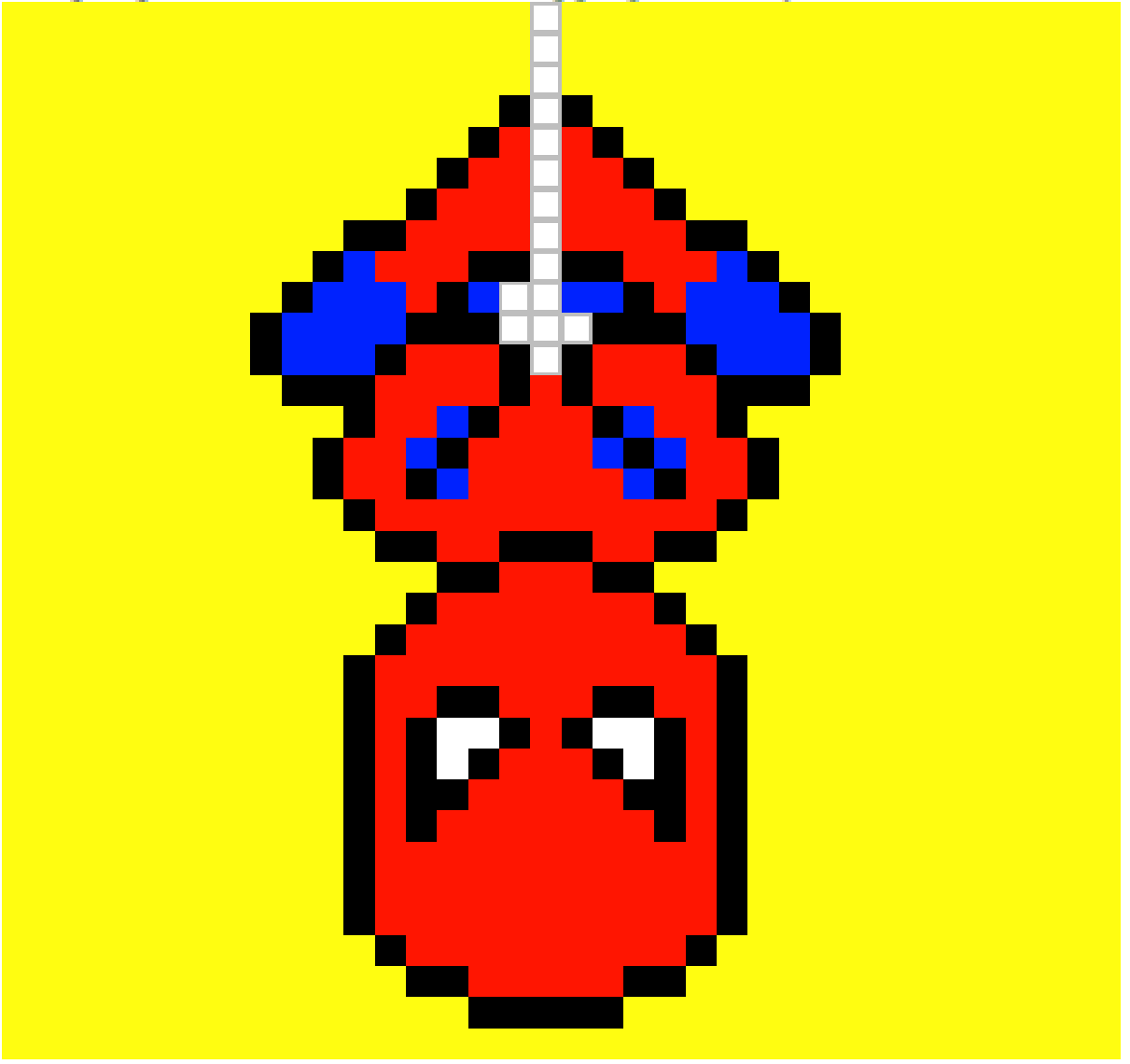
Contents

1 Introduction

- Zombies are coming~
- Todos:
  - With struct help could have more fun dancing with more zombies, but need try hard to figure out how to dance with time changes (has not really got ideas today), or need to move according to keytype inputs triggers.
  - Sub obj% for cubes, and spheres if I need and want to implement any sphere for head, or eyes.
  - My team buddy's spiderman I will try to figure out how to Texture or draw as the dancing stage.
- A current rotatable zombie and my team buddy's spiderman are looking like:


Hello world, We Are Zombies~!



2 References

2.1 opengl sgl

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- 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
- 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

2.2 Animation

- 3d programming: http://cs317y982s950831.blogspot.com/
- ruby https://www.youtube.com/watch?v=Iq5YbRDYVE4
- ex https://www.ntu.edu.sg/home/ehchua/programming/opengl/CG_Examples.html
- sphere Texture http://www.angelfire.com/linux/nexusone/projects.html
- sphere https://www.opengl.org/discussion_boards/showthread.php/137753-Texture-map-on-a-gluSp
- s trs https://www.opengl.org/discussion_boards/showthread.php/163561-How-to-posistion-a-gluSp
- emacs lambda http://ergoemacs.org/emacs/emacs_pretty_lambda.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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