

Programming Language Theory – Summer 2016

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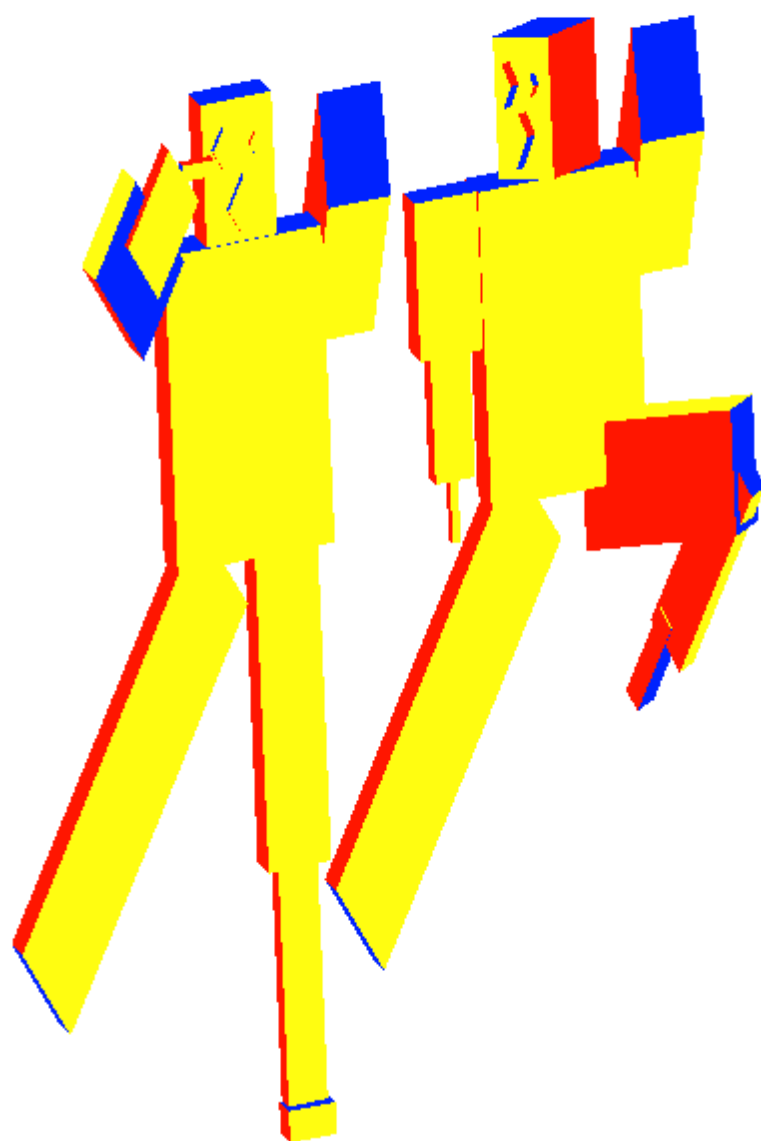
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1 Introduction

- Zombies are coming~
- Todos:
 - Need try hard to figure out animation, how to dance with time changes (has not really got ideas today), or need to move according to keytype inputs triggers.
 - Need to apply my team buddy's spiderman either as dancing stage or logo on zombies, need to figure out how to implement this.
 - Figured out how should I traverse a zombie every time, and there should be a bunch of zombies are coming~
 - Sub obj% for cubes, and spheres if I need and want to implement any sphere for head, or eyes.
- A current rotatable zombie and my team buddy's spiderman are looking like:



Hello world, We Are Zombies~!





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/fall12013/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-gluSphere
- s trs https://www.opengl.org/discussion_boards/showthread.php/163561-How-to-position-a-gluSphere
- 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>
-
-

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>