

Programming Language Theory – Summer 2016

deepwaterooo

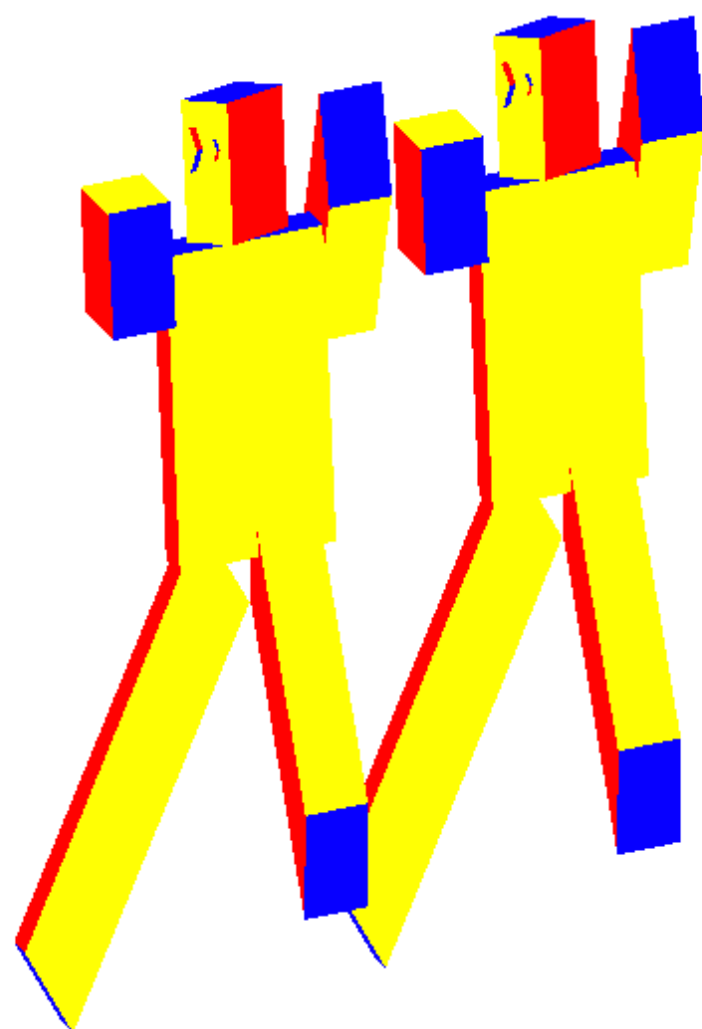
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1 Introduction

- 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:





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>
-
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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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