Programming Language Theory – Summer 2016

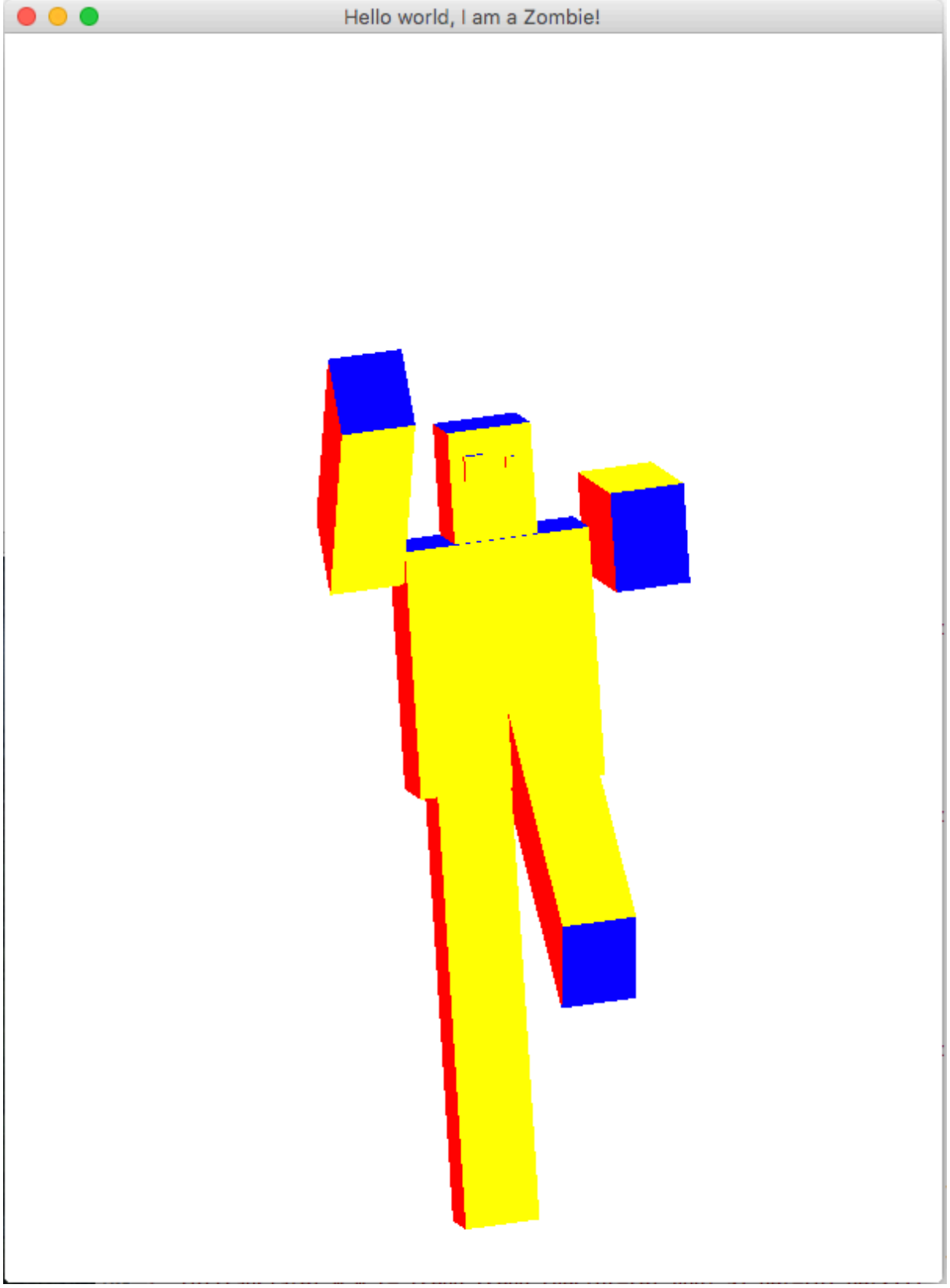
deepwaterooo

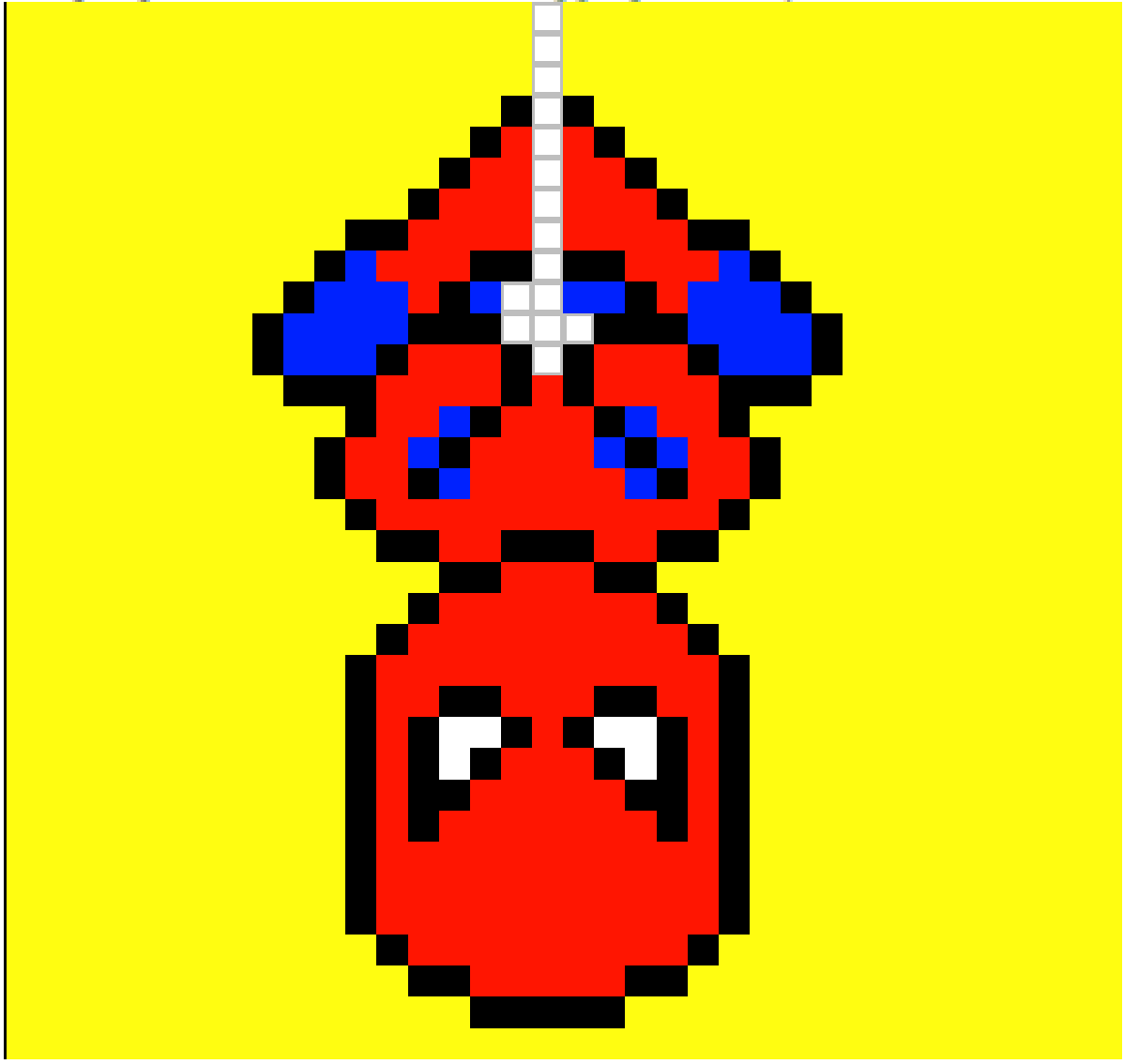
May 27, 2016

Contents

1 Introduction

- A zombie is coming~
- Todos:
  - My team buddy's spiderman I will try to figure out how to Texture or draw as the dancing stage.
  - Need figure out how to summarize rotations, and how to dance with time changes, or how to move according to keytype input.
  - Sub obj% for cubes, and spheres if I need and want to implement any sphere for head, or eyes.
- 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 current rotatable zombie and my team buddy's spiderman are looking like:


Hello world, I am a Zombie!



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
-
-

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
-
-

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
-
-