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Project 4 REPORT

This simulation program mimics the movement of ants. Using .btf files that contained variables such as x,y coordinates, id, and timestamp, the ants were updated with each line in those files. For each line in timestamp, an ant is created that moves around according to the x,y coordinates provided in the ximage.btf and yimage.btf files. With every ant, there is also a theta file (timage.btf) which provides the orientation of the ants in radians. The numbers in radians are converted into degrees and used to change the orientation of the ants.

Link to YouTube video: https://youtu.be/ZRg6WFIDNLw