

Variant 2

I. Use one of your objects from lab in which you combine more than 3 2D primitives together. Divide your sketch in two pockets.

In first pocket - Create pockets of friction in a Processing sketch. so that objects only experience friction when crossing over those pockets. Your pocket features the opposite of friction, when you enter a given pocket you actually speed up instead of slowing down. Use PVector wind, gravity, friction In the second pocket – make your object to oscillate with Simple Harmonic Motion without angular velocity.

II Create a family of your object Use in your particle system inheritance and polymorphism. Use inheritance and polymorphism with for example ArrayList <Animal> kingdom, PVector location, velocity, acceleration; lifespan. One of animals in the particle system will be slowly using friction another one will oscillate. You will have two kind of animals in which you combine more than 3 2D primitives together.