

Variant 1

I. Use one of your objects from lab in which you combine more than 3 2Dprimitives 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. Use PVector wind, gravity, friction

In the second pocket - make your object to oscillate with angular velocity. Use PVector - amplitude, angle, velocity.

II. Create a particle system with different “kinds” of particles in the same system. Try varying more than just the look of the particles. How do you deal with different behaviors using inheritance? Use in your particle system inheritance and polymorphism. Use in your particle system 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 2Dprimitives together.