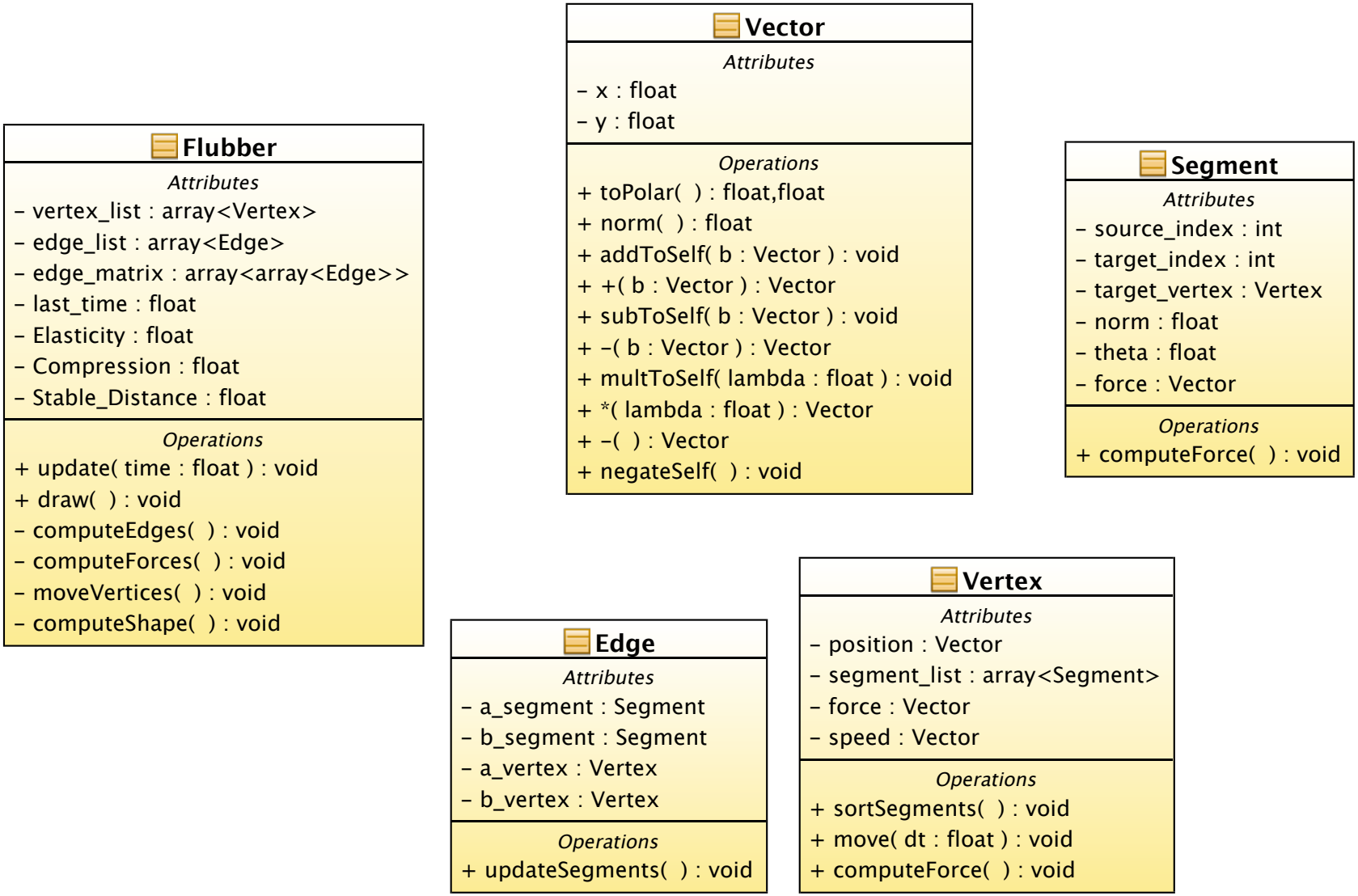
Vector
Attributes
- x : float
- y : float
Operations
+ toPolar( ) : float,float
+ norm( ) : float
+ addToSelf(b : Vector) : void
+ +(b : Vector) : Vector
+ subToSelf(b : Vector) : void
+ -(b : Vector) : Vector
+ multToSelf(lambda : float) : void
+ *(lambda : float) : Vector
+ -( ) : Vector
+ negateSelf( ) : void
Flubber
Attributes
- vertex_list : array<Vertex>
- edge_list : array<Edge>
- edge_matrix : array<array<Edge>>
- last_time : float
- Elasticity : float
- Compression : float
- Stable_Distance : float
Operations
+ update(time : float) : void
+ draw( ) : void
- computeEdges( ) : void
- computeForces( ) : void
- moveVertices( ) : void
- computeShape( ) : void
Segment
Attributes
- source_index : int
- target_index : int
- target_vertex : Vertex
- norm : float
- theta : float
- force : Vector
Operations
+ computeForce( ) : void
Edge
Attributes
- a_segment : Segment
- b_segment : Segment
- a_vertex : Vertex
- b_vertex : Vertex
Operations
+ updateSegments( ) : void
Vertex
Attributes
- position : Vector
- segment_list : array
- force : Vector
- speed : Vector
Operations
+ sortSegments( ) : void
+ move(dt : float) : void
+ computeForce( ) : void