1. Compiled and run on macos using "build"
2. Collaborated with Wendy Sun for general C++ debugging
3. References: the lecture notes
4. No known problems.
5. Extra credits:
   a. smooth surface normals
   b. toggle random wind with "W" (the wind is automatically on, and the wind only affects the cloth)
6. I liked this assignment

Notes:
- ./assignment3 r 0.005 works well (doesn't blow up)
- Toggle wind with "W" key

Picture with the wind on: (More pictures attached on next page)

Picture sequence:

- The blue ball is the simple system
- The magenta balls are the pendulum
- The red is the cloth (initialized with 16 x 16 positions but is generalizable). I chose to display the cloth spheres because it looks cool.
- The wind is off