Music **Planet** Universe **Astrophysics** updatePosition(Planet[] Osc[] oscillators Planet[] planets float x p, float timeScale) Planet focused float y float z float timeScale generateSounds() helpers() float radius float mass drawUniverse() changeFocus(Planet p) string name Image texture addPlanet(Planet p) Point[] vertices removePlanet(String name) Point castPoint updatePlanet(String name) float velocity changeTimeScale() Music m Constructor() drawPlanet() drawTrail() getters() setters() log() calculateVelocity() changeSound()