DNA Helix

DNA Helix is a creative coding project by me, Nnamdi Michael Okpala. Primarily, the objective is to exploit the property of vector to simulate a DNA Helix in the most efficient manner. I endured on this project as I believe it has it caveats. In the future, I aim to add more features to the projects. Note I aim to simulate the structure of DNA not emulate the behaviour. DNA uses Base4 and traditional computer uses base 2.

# What is DNA?

DNA stands for \*\*Deoxyribonucleic acid\*\*.It is building block for a cell based live on earth, as is composed of 4 unique protein or code. These instruction on when paired in any combination give These are:

\* Adenine

\* Thymine

\* Cytosine

\* Guanine

In that regard, I hope to simulate common genetic sequence of animals and adopt it with larger dataset such as humans.

# My Objectives:

1. My first approach to solving this problem can be visual as the surface of a sphere spun around the centre where the line touches the bottom meeting at the top both clockwise, and anticlockwise using a **Web Worker** file. The step included are:  
     
   a) Parametrise the surface of a sphere.
   1. Formally, define the parametric equation of a sphere.
   2. Pass the parametric equation to a vector class
   3. Draw the curved lines.