Distributed Simulation by UDP
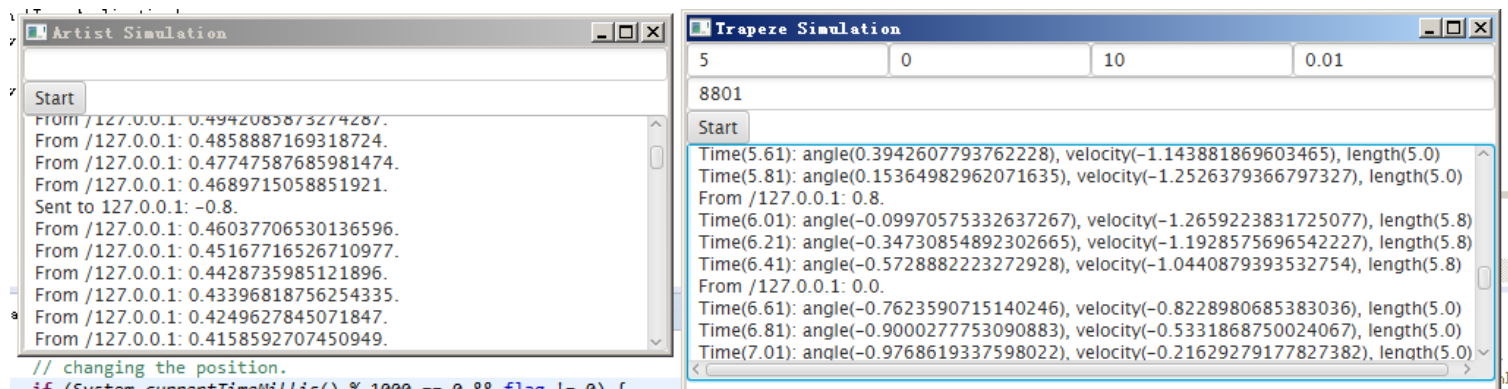# &
Distributed Trapeze with Graph (Homework04)

Chenfeng ZHU

Distributed Trapeze Simulation - UDP

- ## Design:

  – TrapezeSimulation would start a thread to run the simulation and send the data (angle) outside. Before this, it would also start another thread to receive data (position) through UDP.

  – ArtistSimulation would start a thread to receive the data (angle). According to the angle, it would change the position and send it back to change the length of the Trapeze.

- ## Results:

Distributed Trapeze with Graph

- **Design**
  - 2D: Draw a line as the rope and a circle as the mass point of the artist in a canvas.
  - 3D Design: create a virtual universe and a locale. Then create two branch groups for 3D Shapes and View Point. The 3D Shapes include the appearance and the geometry.

- **Results**