

Assignment 2: A three-dimensional clock

Write a 3D-clock. A possible solution could look like this:



Requirements:

- The main body of the clock should have the shape of a cylinder. Add mouse control so that the clock can be rotated.
- Add small ticks for every minute and bigger ticks every five minutes.
- Mark the twelve o'clock position.
- Add hour-, minute- and seconds-hands showing the current time.
- Add a blob in the middle where the hands are mounted.
- Implement the hour- and minute-hands as squeezed (i.e. scaled) spheres.
- Create clocks on both sides of the cylinder. One side should show Hamburg time, the other one the time of your home town.

Handing in the code

- Hand in your *complete* solution as a zip-file no later than Sunday, Nov. 22nd, by Email to klaus.juenemann@haw-hamburg.de.
- Please prepare the zip-archive such that it is only necessary to unzip the archive and open the html-file to run the program.
- You are encouraged to discuss with your colleagues. But everybody is supposed to write her or his own program. Copy-and-pasted code leads to subtraction of grade points.

Coding Style

Please stick to the following coding guidelines. Failure to do so leads to subtraction of grade points.

No errors: The code must not create errors in the browser console.

No junk files: Your project should contain only those files that are necessary for the project.

Indentation: All code must be properly indented.

var: Always declare variables with the `var` keyword. See also here: <https://google.github.io/styleguide/javascriptguide.xml?showone=var#var>

Semicolon: Always use semicolons. See also here: <https://google.github.io/styleguide/javascriptguide.xml?showone=Semicolons#Semicolons>

Comments:

- You are encouraged to read also the rest of Google's Javascript coding guidelines: <https://google.github.io/styleguide/javascriptguide.xml>
- It is useful to check your code with *jshint* which is built into many editors or IDEs. Alternatively, see <http://jshint.com/>