

Assignment 6 Progress Report

Vaishnavi Kashyap - I will be simulating traffic. The main class will be a Car class, with the cars going at different speeds depending on the light on the traffic signal. This will be a rules-based system, with the two forces being gravity and spring forces (gravity in terms of the speed of the car and spring with cars being pulled back.) If this does not work out, I will simulate a tire swing on a tree that will be a physics-based simulation with the forces of gravity and spring as well. The main class would be the rope.

Aimilee Tran - I will be taking on a tree with fruit falling from the tree that follows the rules of physics, specifically gravity. The fruit should bounce once hitting the ground, until it eventually stops. If this does not work out, I could also attempt to simulate a balloon floating into the sky once it becomes detached from some sort of anchor. The main class for the first idea would be the tree and the subclass would be the fruit that would bounce. For the balloon, I suppose the main class would be the balloon itself and the subclass would be the string that is cut.

Danish Tharvani - I will be working on the extra credit parts of the assignment by adding interactivity to either the cars or the fruit. I could use the arrows on the keyboard to allow the user to move the cars depending on the light on the signal or make the fruit fall at different speeds. I will also use the `saveFrame()` command to create the animation.

