

## Introduction to Programming 2

### Mid-Term assignment

**Section4** List any external sources that you have actively utilised in your project.

- The issue of the latest version p5.sound.js  
<https://github.com/processing/p5.js-sound/issues/506>
- The reference code of using matter.js <https://codepen.io/Shokeen/pen/WjKmMG>
- The tutorial of sound visualization [https://www.youtube.com/watch?v=h\\_aTgOI9J5I](https://www.youtube.com/watch?v=h_aTgOI9J5I)
- The library that I'm using for physics.js <https://brm.io/matter-js/>
- The reference code of multiple light <https://p5js.org/examples/3d-multiple-lights.html>
- The issue of that the rect of radius doesn't work in WebGL canvas  
<https://github.com/processing/p5.js/issues/5001>
- The reference code of using matter.js  
<https://yujin777.com/2020/08/22/p5-js-matter-js-sample-13-matter-js%E3%82%92p5-js%E3%81%A7%E6%8F%8F%E7%94%BB/>
- The reference of JavaScript ES6 about Classes  
<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Classes>
- The reference of JavaScript ES6 about var, let, const  
<https://qiita.com/yshz/items/d2b368712cb5e596580b>