

File:reflection_chamber.cpp

This simulation traces the path of a single tiny pinball as it bounces of various walls and contains three convex pillars.

Class: CS 355

Instructor: Dr. Morse

Assignment: Case Study 4.4

Date assigned: September 16, 2008

Programmer: David Houngrinou

Date completed: October 02, 2008

The program takes a file of points as input and makes the reflection chamber.

Step 1: Type the filename at user input

(4 points files are provided: pillars1.txt, pillars2.txt, pillars3.txt, pillars4.txt)

Step 2: Click at a starting point

Step 3: Click at an end point to define a direction

Notes:

* Press 'Ctrl-C' to close the window