

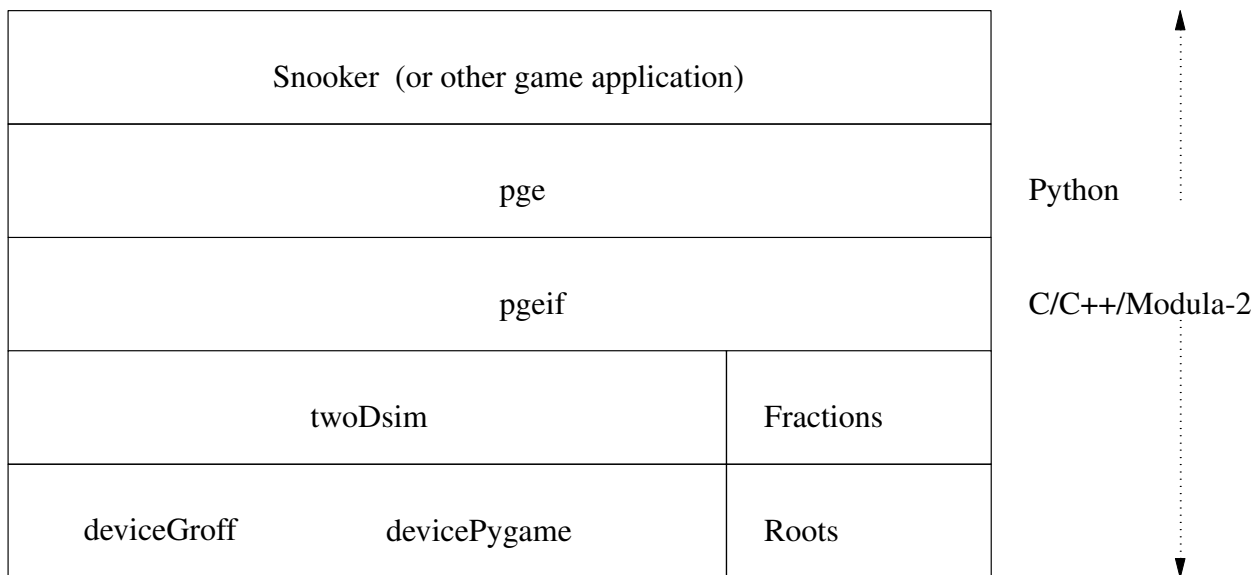
Programming Proverbs

- 20. “Provide good documentation.”
- Henry F. Ledgard, “Programming Proverbs: Principles of Good Programming with Numerous Examples to Improve Programming Style and Proficiency”, (Hayden Computer Programming Series), Hayden Book Company, 1st edition, ISBN-13: 978-0810455221, December 1975.

Data structures used in PGE

- in this lecture we will examine the key data structures used in PGE
- at the end of the lecture you should understand how these data structures are used to represent the world of polygons, circles and colours in the game engine
- before we examine the data structures we will examine the API layering in a little more detail

API layering



API layering

- recall
 - `python/pge.py` is written in Python
 - `c/pgeif.c` is written in C and its external Python functions are defined in `i/pgeif.i`
 - `swig` generates the wrapping code
- the file `c/pgeif.c` contains the implementation of all the publically accessible Python methods
- it also ensures that all publically created objects in the Physics game engine are remembered and stored in this file

API layering

- this allows colours, polygons, circles to be mapped onto their high level Python counterparts in `python/pge.py`
- it also allows the implementation of `python/pge.py` to be cleaner as it will always obtain any object from `c/pgeif.c`
- examine the implementation for `box` inside `c/pgeif.c`
- we see that much of `c/pgeif.c` just calls upon the services of the lower layer `c/twoDsim.c`
 - after performing extensive checking of parameter types

Implementation of box

c/pgeif.c

```
/*  
  box - place a box in the world at (x0,y0),(x0+i,y0+j)  
*/  
  
unsigned int box (double x0, double y0,  
                 double i, double j, unsigned int c)  
{  
  double k;  
  
  x0 = check_range (x0, (char *) "box", 3, (char *) "x0", 2);  
  y0 = check_range (y0, (char *) "box", 3, (char *) "y0", 2);  
  k = check_range (x0+i, (char *) "box", 3, (char *) "x0+i", 4);  
  k = check_range (y0+j, (char *) "box", 3, (char *) "y0+j", 4);  
  return trace (addDef ((TypeOfDef) object,  
                       twoDsim_box (x0, y0, i, j,  
                                   (deviceIf_Colour) lookupDef ((TypeOfDef) colour, c))),  
               (char *) "box", 3);  
}
```

Implementation of box

- we see that it creates a box (using `twoDsim_box`)
 - it saves this box in its local definitions `addDef`
 - it is saved as an object and not a colour
- also note that the 5th parameter to `twoDsim_box` is a colour id, `c`, which is looked up using `lookupDef`

The data structures inside c/twoDsim.c

c/twoDsim.c

```
typedef enum {polygonOb, circleOb, springOb} ObjectType;  
typedef enum {frameKind, functionKind, collisionKind} eventKind;  
typedef enum {frameEvent, circlesEvent, circlePolygonEvent,  
             polygonPolygonEvent, functionEvent} eventType;
```

- ObjectType defines the different kinds of object (ignore spring object)
- eventKind defines the three major classification of events

The data structures inside c/twoDsim.c

- `eventType` further subclassifies the event kind with the collision event info
 - we distinguish between a circle/polygon collision and a circle/circle collision and a polygon/polygon collision

object

c/twoDsim.c

```
typedef struct _T2_r {
    unsigned int id;          /* the id of the object. */
    unsigned int deleted;    /* has it been deleted? */
    unsigned int fixed;     /* is it fixed to be world? */
    unsigned int stationary; /* is it stationary? */
    double vx;              /* velocity along x-axis. */
    double vy;              /* velocity along y-axis. */
    double ax;              /* acceleration along x-axis. */
    double ay;              /* acceleration along y-axis. */
    double inertia;         /* a constant for the life of the object used for rotation */
    double angleOrientation; /* the current rotation angle of the object. */
    double angularVelocity; /* the rate of rotation. (Rotation per second). */
    double angularMomentum; /* used to hold the current momentum after a collision. */
    unsigned int interpen;  /* a count of the times the object is penetrating another */
    ObjectType object;     /* case tag */
    union {
        Polygon p; /* object is either a polygon, circle or string. */
        Circle c;
        Spring s;
    };
};
```

object

c/twoDsim.c

```
typedef struct _T2_r _T2;  
typedef _T2 *Object;
```

- notice you can ignore the inertia, angleOrientation, angularVelocity and angularMomentum as these are used to implement rotation

Circle

c/twoDsim.c

```
typedef struct Circle_r Circle;  
  
struct Circle_r {  
    coord_Coord pos;    /* center of the circle in the world. */  
    double r;           /* radius of circle. */  
    double mass;        /* mass of the circle. */  
    deviceIf_Colour col; /* colour of circle. */  
};
```

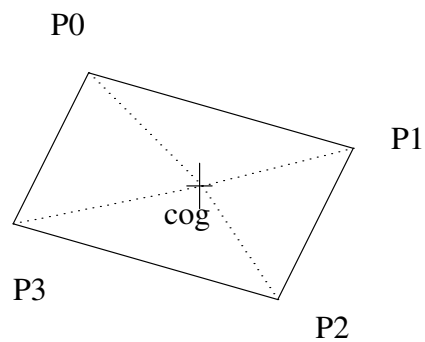
Polygon

c/twoDsim.c

```
typedef struct Polygon_r Polygon;
struct _T3_a { polar_Polar array[MaxPolygonPoints+1]; };
struct Polygon_r {
    unsigned int nPoints;
    _T3 points;
    double mass;
    deviceIf_Colour col;
    coord_Coord cOfG;
};
typedef struct _T3_a _T3;
```

Polygon

- the polygon has an array which is used to contain each corner
 - a corner is a polar coordinate from the centre of gravity



Polar coordinates

- remember that a polar coordinate has a magnitude and an angle
 - an angle of 0 radians is along the x-axis
 - magnitude of, r and an angle of ω

- so we can convert a polar to cartesian coordinate by:

- $x = \cos(\omega) \times r$

- $y = \sin(\omega) \times r$

Polar coordinates

- in our diagram
- $P0 = (p0, 135/360 \times 2\pi)$
- $P1 = (p1, 45/360 \times 2\pi)$
- $P2 = (p2, 315/360 \times 2\pi)$
- $P3 = (p3, 225/360 \times 2\pi)$
- where $p1, p2, p3, p4$ are the lengths of the line from the CofG to the corner
 - dotted lines in our diagram

Polar coordinates

- the angle values in the polar coordinates for our polygon are the offset of the angle for the particular corner
 - the angularVelocity is used to determine the rotation of the polygon, this is added to each corner to find out the corner position at any time
- this allows rotation of the polygon to be modelled at a later date

Polar coordinates

- at any time in the future, t we can determine the polygons corner, i by:
- $\Omega = \text{angleOrientation} + \text{angularVelocity} \times t$
- $x_i = \text{cofg}_x + r_i \times \cos(\omega_i + \Omega)$
- $y_i = \text{cofg}_y + r_i \times \sin(\omega_i + \Omega)$

Polar coordinates

- we can see how this data structure represents a polygon by following the `dumpPolygon` function

Polar coordinates

- see how each corner is defined by following through the function `box`
 - into `poly4`
- how it calculates the box CofG
- how it defines each corner relative to the CofG and as a polar coordinate
 - each corner is orbiting the CofG

dumpPolygon

c/twoDsim.c

```
static void dumpPolygon (Object o)
{
    unsigned int i;
    coord_Coord c0;

    libc_printf ((char *) "polygon mass %g colour %d\\n", 27,
                 o->p.mass, o->p.col);
    libc_printf ((char *) "  c of g  (%g,%g)\\n", 19,
                 o->p.cOfG.x, o->p.cOfG.y);
    for (i=0; i<=o->p.nPoints-1; i++)
    {
        c0 = coord_addCoord (o->p.cOfG,
                             polar_polarToCoord (polar_rotatePolar
                                                  ((polar_Polar) o->p.points.array[i], o->p.angleOrientation)));
        libc_printf ((char *) "  point at (%g,%g)\\n", 20, c0.x, c0.y);
    }
}
```

dumpPolygon

- follow through the function `doDrawFrame` and see how the corners of a polygon are updated dependant upon the `angularVelocity`, `angleOrientation` and the acceleration and velocity components
- examine `newPositionRotationCoord`, `newPositionRotationSinScalar` and `newPositionRotationCosScalar`

Acceleration and Conclusion

- examine the function `getAccelCoord` and see if you can think how you might modify PGE to allow per object gravity
- now consider how per object elasticity might be implemented

Which files in PGE need changing if an API change is to be made?

- `i/pgeif.i`
 - is the swig interface (remember there are two copies of each prototype)

- `c/pgeif.c`
 - translates the Python object ids into twoDsim objects

- `c/Gpgeif.h`
 - header file for `pgeif.c`

- `c/GtwoDsim.h`
 - header file for `c/twoDsim.c`


Which files in PGE need changing if an API change is to be made?

- `c/twoDsim.c`
 - the game engine C/C++ code

Work flow

- to completely rebuild pge
 - this is particularly useful if you edit a .h file

Work flow



```
$ cd $HOME/Sandpit
$ rm -rf build-pge
$ mkdir build-pge
$ cd build-pge
$ ../pge/configure --enable-langc
$ make
```

Work flow

- if you edit a `.c` file you can simply

- ```
$ cd $HOME/Sandpit/build-pge
$ make
```

## Work flow

- to run your pge you need to:

```
$ cd $HOME/Sandpit/build-pge
$./localrun.sh ../pge/examples/breakout/breakout.py
```