
Lab 6 - Subprograms

A Simple Comet

AdaCore

The purpose of this exercise is to animate the planets using subprograms.

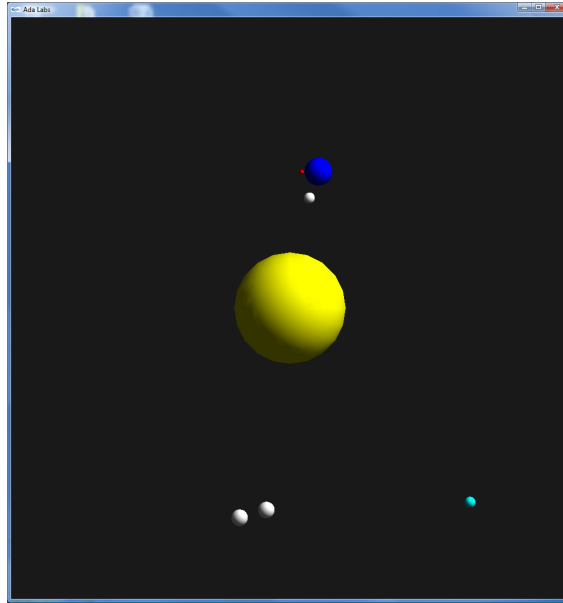


Figure 1: Expected result

Question 1

Implement `Compute_X` and `Compute_Y` function and use them in the main loop to update X and Y coordinates of every objects.

Question 2

Implement the `Move` subprogram and use it to move the objects instead of doing all computations in the main loop.

`Move` should also update the angle.

Question 3

Implement a procedure `Draw_Body` which is a wrapper to call `Draw_Sphere`.

From the main loop call `Draw_Body` instead of directly drawing `Draw_Sphere`. `Draw_Body` should only take 2 parameters.

Question 4

Add a comet in motion around the Sun.