

Calling camera\_init with pointer address (AS6 2)

Monday, September 20, 2010

8:58 AM

ASSIGNMENT 1 : due today @ 23:59:59

- file timestamp used to determine late penalty.
- AS6 1 must be completed before lab  $\Rightarrow$  33% - a - day late fee

for asg2, need to init camera object,  
as called from model-init function

```
model_t * model_init(FILE *in)
```

```
{  
  ...
```

```
  while (fscanf(in, "%s", token) == 1) {  
    if (!strcmp(token, "camera")) {  
      camera_init(in, &(model->cam), 0);  
      assert(model->cam->cookie == (AMM_COOKIE));  
      printf(stderr, "loaded %s\n", camera_getname(model->cam));  
    }  
    if (!strcmp(token, "mat-wid")) {  
      :  
    }  
    if (!strcmp(token, "plane")) {  
      :  
    }  
  }
```

using camera's accessor function  
to get at one of its internal  
data members  
we could have init typed  
model → cam → name

FILE & OUT

```
model_print(model_t & model,
```

```
{  
  camera_print(model->cam, stdout,
```

```
    material_list_print(model->mat, stdout,
```

```
    object_list_print(model->objs, stdout),
```

```
{  
  when calling, model_print(model, stdout);
```