

Readme for Snowman and -ball tool

Anton Schwarz and Niklas Dillen (Team Thomas)

March 31, 2018

This readme-file is far from being complete – for a detailed account of the formulae and functionalities of the program, please refer to the “Information” page in the actual program or open up the “infotext.txt”-file.

This program calculates, based off different parameters that are either preordained or inputted by the user, various pieces of data valuable for someone building a snowball. **What makes it useless is that people rely on their intuition instead of a computer program when doing something as trivial as building a snowman – so nobody will ever use the program.**

In addition, it relies on formulae that we have come up with ourselves and have not tried out in the real world, so **most of the calculations will be false.**

1 Abilities

It can calculate:

1. Volume of construction (based on height and shape of construction selected)
2. Mass of construction (based on volume and density)
3. Size of initially formed ball (based on hand strength and temperature of snow)
4. Sheet thickness to be added to initially formed ball in order to reach desired size
5. (Cumulative) Distance to roll ball(s), depending on which shape has been selected (based on temperature and mass)
6. Time taken (based on body strength and distance)
7. Calories burnt in the process (based on time taken and efficiency of movement)
8. Calories burnt in the process in Pølse servings
9. Melting time for construction (based on snow temperature and environmental factors)

The user can input his choices in various ways. Generally, the input is checked and output is only given if the input is appropriate. The program will give feedback when it is inappropriate. Most of the time, the program is crash-proof.

Miscellaneous abilities:

1. Interactive GUI
2. Main page with slider, checkbox and checkbutton input
3. Switching pages (4 pages in total)

4. Write logs (distance rolled) to external file
5. Read logs from external file, create histogram
6. Delete log history
7. Toggle recording logs on/off (default: off)
8. Display information on all the formulae within the program