Short Program 6: The sphere hits function

Due: Wednesday, Oct 5 at 11:59 pm

Overview

In this program you will create a module named *sphere.c* which contains an implementation the *sphere_hits()* function that operates in accordance with the functional description in the class notes.

```
double   sphere_hits(
double   *base, /* Ptr to view point     */
double   *dir,       /* MUST be unit vector  */
obj_t    *obj);      /* Ptr to sphere object */
```

I don't care whether your module also contains *sphere_init()* and *sphere_dump()* but however you do it you *must* ensure that you submit *everything* required to build an executable program!

Other resources

A sample main (sp6main.c), input file (sp6.in), output file (sp6.out) , and executable are available in the *sp6data* directory.

How to submit your program:

NOTE: This procedure has NOTHING in common with "handin" nor "sendlab"
Do NOT even TRY to think about how they fit into this procedure because
THEY DON'T!!

   <<<Do NOT turn in any image files, core files, etc.>>>

Copy all files needed to build your program (including an unmodified copy of sp6main.c) to your submission directory in /local/jmw2/215/sp6

Do include a *makefile* that will build an executable named *sp6*

NOTE: Due date is Wednesday not Friday!