Did you do this?

• Read Chapter 2 (pages 33-50)
• Read and do the Coordinate Systems & Shapes and Color tutorials on processing.org
• Review Processing commands:

  size(), background(), 2D shapes: point(), line(), triangle(), rectangle(), quad(), ellipse(). Attributes and modes: stroke(), noStroke(), strokeWeight(), fill(), noFill(), rectMode(), ellipseMode().

  Color values (grayscale and RGB) and trasparency.

• Understand the concept of an algorithm, psuedocode, syntax, and sequencing
• Have an idea for the design of your Assignment#1?
Drawing Basics

• Canvas – computer screen size(width, height);

• Drawing Tools – shape commands

• Colors – grayscale or RGB background(125);
Drawing Tools - Basic Shapes

- Point
- Line
- Triangle
- Rectangle
- Ellipse
- Arc
- Quad
- Polygon
- Curve
Drawing Tools - Basic Shapes

- **Point**
  \[ \text{point}(x, y); \]

- **Line**
  \[ \text{line}(x_1, y_1, x_2, y_2); \]

- **Triangle**
  \[ \text{triangle}(x_1, y_1, x_2, y_2, x_3, y_3); \]

- **Rectangle**
  \[ \text{rect}(x, y, \text{width}, \text{height}); \]

- **Ellipse**
  \[ \text{ellipse}(x, y, \text{width}, \text{height}); \]
Drawing & Shape Attributes

• Anti-aliasing
  – smooth();
  – noSmooth();

• Stroke
  – noStroke();
  – strokeWeight(<pixel width>);
  – stroke(<stroke color>);

• Fill
  – noFill();
  – fill(<fill color>);
Drawing Tools - Basic Shapes

- Point
- Line
- Triangle
- Rectangle
- Ellipse
- Arc
- Quad
- Polygon
- Curve
Basic Shapes: Arcs

• What is an arc?
Basic Shapes: Arcs

arc(x, y, width, height, startAngle, endAngle);

- degrees vs radians

noFill();
stroke(255, 0, 0);
arc(200, 200, 150, 150, 0, PI);
Basic Shapes: Arcs

\texttt{arc(x, y, width, height, startAngle, endAngle)};

- degrees \emph{vs} radians

\texttt{fill(255, 255, 0)};
\texttt{stroke(255, 0, 0)};
\texttt{arc(200, 200, 150, 150, 0, PI)};
Basic Shapes: Arcs

- Start = 30 degs, End = 302 degs
- Start = 59 degs, End = 230 degs
- Start = 169 degs, End = 316 degs
- Start = 96 degs, End = 265 degs

- Start = 2 degs, End = 339 degs
- Start = 116 degs, End = 281 degs
- Start = 1 degs, End = 326 degs
- Start = 34 degs, End = 213 degs

- Start = 97 degs, End = 189 degs
- Start = 91 degs, End = 316 degs
- Start = 24 degs, End = 270 degs
- Start = 23 degs, End = 350 degs

- Start = 81 degs, End = 225 degs
- Start = 77 degs, End = 312 degs
- Start = 17 degs, End = 280 degs
- Start = 134 degs, End = 287 degs
Basic Shapes: Quadrilaterals

\[
\text{quad}(x_1, y_1, x_2, y_2, x_3, y_3, x_4, y_4);
\]
**Basic Shapes: Polygons**

```plaintext
beginShape();
vertex(x1, y1);
...
vertex(xN, yN);
endShape(CLOSE);
```

```plaintext
fill(240, 127, 71);
beginShape();
vertex(100, 50);
vertex(150, 100);
vertex(100, 150);
vertex(250, 100);
endShape(CLOSE);
```

```plaintext
fill(240, 127, 71);
beginShape();
vertex(100, 50);
vertex(150, 100);
vertex(100, 150);
vertex(250, 100);
endShape();
```
Basic Shapes: Curves

curve(cpx1, cpy1, x1, y1, x2, y2, cpx2, cpy2);

cpx1, cpy1 - control point#1
x1, y1 - start of curve
x2, y2 - end of curve
cpx2, cpy2 - control point#2

Draws a Catmull-Rom Spline between x1, y1 and x2, y2

Examples:

curve(50, 50, 150, 50, 250, 100, 50, 200);

curve(50, 50, 80, 150, 50, 100, 150, 50);

curve(50, 50, 150, 50, 250, 100, 50, 200);

curve(50, 50, 80, 150, 50, 100, 150, 50);
More Complex Curves

beginShape();
curveVertex(x1, y1);
...
curveVertex(xN, yN);
endShape(CLOSE);
Example: A Penguin

// penguin
size(400, 500);
smooth();
background(0);
stroke(245, 63, 55);
strokeWeight(3);
fill(0);
beginShape();
curveVertex(105, 400);
curveVertex(105, 400);
curveVertex(101, 392);
curveVertex(108, 387);
curveVertex(117, 398);
curveVertex(119, 342);
curveVertex(106, 210);
curveVertex(110, 160);
curveVertex(121, 120);
curveVertex(122, 99);
curveVertex(116, 90);
curveVertex(85, 72);
curveVertex(112, 80);
curveVertex(110, 72);
curveVertex(120, 60);
curveVertex(140, 60);
curveVertex(180, 90);
curveVertex(210, 200);
curveVertex(180, 410);
curveVertex(144, 200);
curveVertex(160, 136);
curveVertex(164, 125);
curveVertex(163, 117);
curveVertex(153, 135);
curveVertex(153, 120);
curveVertex(163, 110);
curveVertex(170, 112);
curveVertex(173, 122);
curveVertex(173, 122);
endShape();
Review: Drawing Basics

- **Canvas**
  size(width, height)

- **Drawing Tools**
  point(x, y)
  line(x1, y1, x2, y2)
  triangle(x1, y1, x2, y2, x3, y3)
  quad(x1, y1, x2, y2, x3, y3, x4, y4)
  rect(x, y width, height)
  ellipse(x, y, width, height)
  arc(x, y, width, height, startAngle, endAngle)
  curve(cpx1, cpy1, x1, y1, x2, y2, cpx2, cpy2)
  beginShape()
  endShape(CLOSE)
  vertex(x, y)
  curveVertex(x, y)

- **Colors**
  grayscale [0..255], RGB [0..255],[0..255],[0..255], alpha [0..255]
  background(color)

- **Drawing & Shape Attributes**
  smooth(), noSmooth()
  stroke(color), noStroke(), strokeWeight(pixelWidth)
  fill(color), noFill()
Simple Program Structure

// Create and set canvas size
size(width, height);
smooth();
background(color);

// Draw something
...
// Draw something else
...
// etc.
Simple Program Structure

// Draw a simple house
// Create and set canvas

size(300, 300);
smooth();
background(187, 193, 127);

// wall
fill(206, 224, 14);
rect(50, 150, 200, 100);

// Draw Door
fill(72, 26, 2);
rect(125, 200, 50, 50);

// Draw roof
fill(224, 14, 14);
triangle(50, 150, 150, 50, 250, 150);
Variables: Naming Values

- **Values**
  - 42, 3.14159, 2013, “Hi, my name is Joe!”, true, false, etc.
    - **Numbers**
      - **Integers**
        ```java
        int meaningOfLife = 42;
        int year = 2013;
        ```
      - **Floating point numbers**
        ```java
        float pi = 3.14159;
        ```
    - **Strings**
      ```java
      String greeting = “Hi, my name is Joe!”;
      ```
    - **Boolean**
      ```java
      boolean keyPressed = true;
      ```
Variables: Naming Values

Variables have a Type

• Values
  42, 3.14159, 2013, “Hi, my name is Joe!”", true, false, etc.
  – Numbers
    • Integers
      int meaningOfLife = 42;
      int year = 2013;
    • Floating point numbers
      float pi = 3.14159;
  – Strings
    String greeting = “Hi, my name is Joe!”;
  – Boolean
    boolean keyPressed = true;
Variables: Naming Values

• Values
  42, 3.14159, 2013, “Hi, my name is Joe!”, true, false, etc.

  – Numbers
    • Integers
      int meaningOfLife = 42;
      int year = 2013;
    • Floating point numbers
      float pi = 3.14159;

  – Strings
    String greeting = “Hi, my name is Joe!”;

  – Boolean
    boolean keyPressed = true;
Variables: Naming Rules & Conventions

• Names begin with a letter, an underscore (_), or a dollar sign ($)
  Examples: weight, _meaningOfLife, $value

• Names may include numbers, but only after the initial character
  Examples: value1, score5, 5bestFriends

• No spaces are permitted in names
  Examples: value1, dollar-sign

• Processing Conventions
  – Names begin with a lowercase letter
    Example: meaningOfLife, highestScore
  – Constants are written in all caps
    Example: DAYS_IN_WEEK, PI
Variables: Declarations & Initialization

• Declaring variables

```java
int meaningOfLife;
int year;
float pi;
String greeting;
boolean keyPressed;
```

• Initializing values in declarations

```java
int meaningOfLife = 42;
int year = 2013;
float pi = 3.14159;
String greeting = “Hi, my name is Joe!”;
boolean keyPressed = true;
```
The **color** type

- Processing has a type called **color**

```java
color firebrick = color(178, 34, 34);
color chartreuse = color(127, 255, 0);
color fuchsia = color(255, 0, 255);

fill(firebrick);
rect(50, 100, 75, 125);
```
Expressions: Doing Arithmetic

- **Assignment statement**

  \[
  \text{<variable>} = \text{<expression>};
  \]

  Examples:

  ```
  \text{meaningOfLife} = 42;
  \text{area} = \text{length} \times \text{height};
  \text{perc} = \text{statePop}/\text{totalPop} \times 100.0;
  ```

- **Operators**

  + (addition)
  - (subtraction)
  * (multiplication)
  / (division)
  % (modulus)

  Example:

  ```
  \text{mouth}_x = ( (\text{leftIris}_x + \text{irisDiam})/2 + \text{eyeWidth} )/4;
  ```
Using Variables

// Draw a simple house
// Create and set canvas

size(300, 300);
smooth();
background(187, 193, 127);

// wall
fill(206, 224, 14);
rect(50, 150, 200, 100);

// Draw Door
fill(72, 26, 2);
rect(125, 200, 50, 50);

// Draw roof
fill(224, 14, 14);
triangle(50, 150, 150, 50, 250, 150);
A Better House Sketch

// Draw a simple house
int houseX = 50; // bottom left corner of house
int houseY = 250;

int houseHeight = 200; // overall width and height of house
int houseWidth = 200;

int wallHeight = houseHeight/2; // height of wall is 1/2 of house height
int roofHeight = houseHeight/2;
int doorHeight = houseHeight/4;
int doorWidth = houseWidth/4;

// Create and set canvas
size(300, 300);
smooth();
background(187, 193, 127);

// wall
fill(206, 224, 14);
rect(houseX, houseY - wallHeight, houseWidth, wallHeight);

// Draw Door
fill(72, 26, 2);
rect(houseX + houseWidth/2 - doorWidth/2, houseY-doorHeight, doorWidth, doorHeight);

// Draw roof
fill(224, 14, 14);
triangle(houseX, houseY - wallHeight, houseX+houseWidth/2, houseY-houseHeight, houseX+houseWidth, houseY-wallHeight);
A Better House Sketch

// Draw a simple house
int houseX = 50; // bottom left corner of house
int houseY = 250;

int houseHeight = 100; // overall width and height of house
int houseWidth = 100;

int wallHeight = houseHeight/2; // height of wall is 1/2 of house height
int roofHeight = houseHeight/2;
int doorHeight = houseHeight/4;
int doorWidth = houseWidth/4;

// Create and set canvas
size(300, 300);
smooth();
background(187, 193, 127);

// wall
fill(206, 224, 14);
rect(houseX, houseY - wallHeight, houseWidth, wallHeight);

// Draw Door
fill(72, 26, 2);
rect(houseX + houseWidth/2 - doorWidth/2, houseY-doorHeight, doorWidth, doorHeight);

// Draw roof
fill(224, 14, 14);
triangle(houseX, houseY - wallHeight,
        houseX+houseWidth/2, houseY-houseHeight,
        houseX+houseWidth, houseY-wallHeight);
Arithmetic with `int` and `float` values

```plaintext
int x = 42;  vs  int x = 42.0;
float x = 42.0  vs  float x = 42;
float x = 7/2;  vs  float x = 7.0/2.0;
```
Arithmetic with \texttt{int} and \texttt{float} values

\texttt{int x = 42; \hspace{1em} vs \hspace{1em} int x = 42.0;} \hspace{1em} // error
\texttt{float x = 42.0 \hspace{1em} vs \hspace{1em} float x = 42;} \hspace{1em} // same 42.0
\texttt{float x = 7/2;} \hspace{1em} vs \hspace{1em} \texttt{float x = 7.0/2.0;} \hspace{1em} // 3.0 vs 3.5

- Type of variable is important and determines the value that can be assigned to it.
- Result of division depends upon operands

\texttt{int/int} \hspace{1em} yields an integer result
\texttt{float/int} \hspace{1em} yields a float result
\texttt{int/float} \hspace{1em} yields a float result
\texttt{float/float} \hspace{1em} yields a float result
Processing: Predefined Variables

- **width, height**
  The width & height of the canvas used in the sketch

- **PI, HALF_PI, TWO_PI**
  For different values of \(\pi\). Note that

  \[
  \text{HALF\_PI} = \text{PI}/2 \\
  \text{TWO\_PI} = 2*\text{PI}
  \]

- **displayWidth, displayHeight**
  The width and height of the monitor being used. This is useful in running fullscreen sketches using:

  \[
  \text{size(displayWidth, displayHeight)};
  \]

- **mouseX, mouseY**
  The current mouse location in sketch (...coming soon!)
Homework

• Finish reading Chapter 2

• Review and try out all the new commands

• Study the “Face” sketch
Extra: Drawing Text

text(string, x, y);
Draws string with bottom left corner at x, y

textSize(fontSize);
Can be used to specify font size

fill() can be used to specify color

See Reference for using fonts and other options.