Aesthetic Programming

Class 09- Code and Algorithm

Mini exercise7 discussion- Form Art

Gender Custom

Gender   Friends ▼

female

- Cis Female
- Cisgender Female
- Female to Male
- Male to Female
- Trans Female
- Trans* Female
- Transgender Female
- Transsexual Female

Birthday

Gender

○ Female

○ Male

☑ Show my gender on my timeline

Save Cancel

Current Design
With Facebook Logo

[f] Like 〈 68K

New Design
6% increase in Likes

👍 Like 68K

Advertise on Facebook   Help: Choosing an Objective

What kind of results do you want for your ads?

- Clicks to Website
- Website Conversions
- Page Post Engagement
- Page Likes
- App Installs
- App Engagement
- Event Responses
- Offer Claims
- Video Views

Page Likes

Get Page likes to grow your audience and build your brand.

William Raveis Real Estate, Mortgage & Insu ×

Continue

http://www.theverge.com/2016/6/28/12046822/facebook-like-button-redesign

By rendering these standard forms useless, Shulgin draws attention to the materiality and function of the web. "Bringing them in focus was a declaration of the fact that a computer interface is not a 'transparent' invisible layer to be taken for granted, " Shulgin notes, "but something that defines the way we are forced to work and even think."

Mini exercise7 discussion- Form Art

1) Discuss how your code is constructed
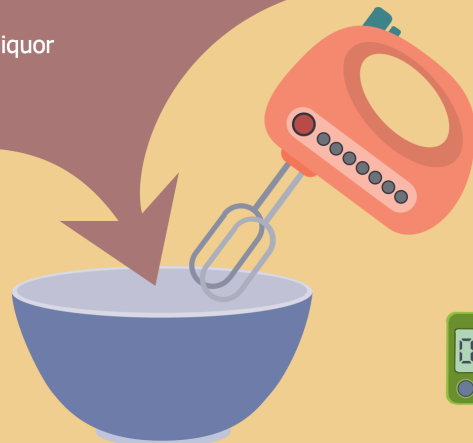2) What's your reflection on everyday form objects?

Peer tutoring – json

Peer tutors: Phillip, Rasmus, Mathilde

Peer respondents: Jannik and Magnus

Flowchart

CHOCOLATE CAKE

You will need

1 cup
granulated sugar

125 g butter

2 eggs

1/2 cup milk

1 cup
wheat flour

2 tbsp
chocolate liquor

chocolate and
fruit to serve

Method

1 Add all the ingredients in a medium sized bowl.

2 Mix with an electric mixer for about 2-3 minutes or until the mixture is smooth.

3 Line a 20 cm round cake tin with baking paper. Pour the cake mixture into the tin.

4 Preheat the oven to 180 degrees C. Bake for approximately 45 minutes.

5 When you remove the cake from oven, let it cool in the pan for about 5 minutes. Leave to cool on a rack.

180°C

Flowchart

"[A flowchart] shows the constraints on the system, its system boundaries and the general flow of information around the system. It is a common means of understanding complex data flows around a system within computer science and software engineering…

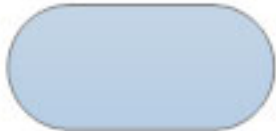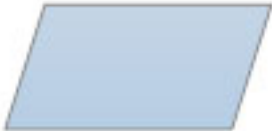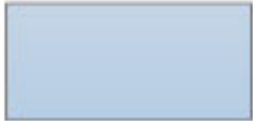Flowcharts are very simple diagnostic and modeling structures that follow the logic of the program through a series of linear processes with decision gates, where a yes or no answer is expected, to guide the software to a certain resolution or output."

(Berry 2011, pp. 113-114)

Flow Diagram

A flowchart is a diagram that shows the **breakdown of a task** or system into all of the necessary steps.

Each step is represented by a symbol and connecting lines show **the step-by-step progression** through the task.
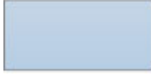
Symbol	Name	Function
	Start/end	An oval represents a start or end point
→	Arrows	A line is a connector that shows relationships between the representative shapes
	Input/Output	A parallelogram represents input or output
	Process	A rectangle represents a process
	Decision	A diamond indicates a decision

For-loop and repetition


```
for( init; condition; increment )
{
    conditional code ;
}
```

Init

condition

If condition
is true

code block

If condition
is false

increment
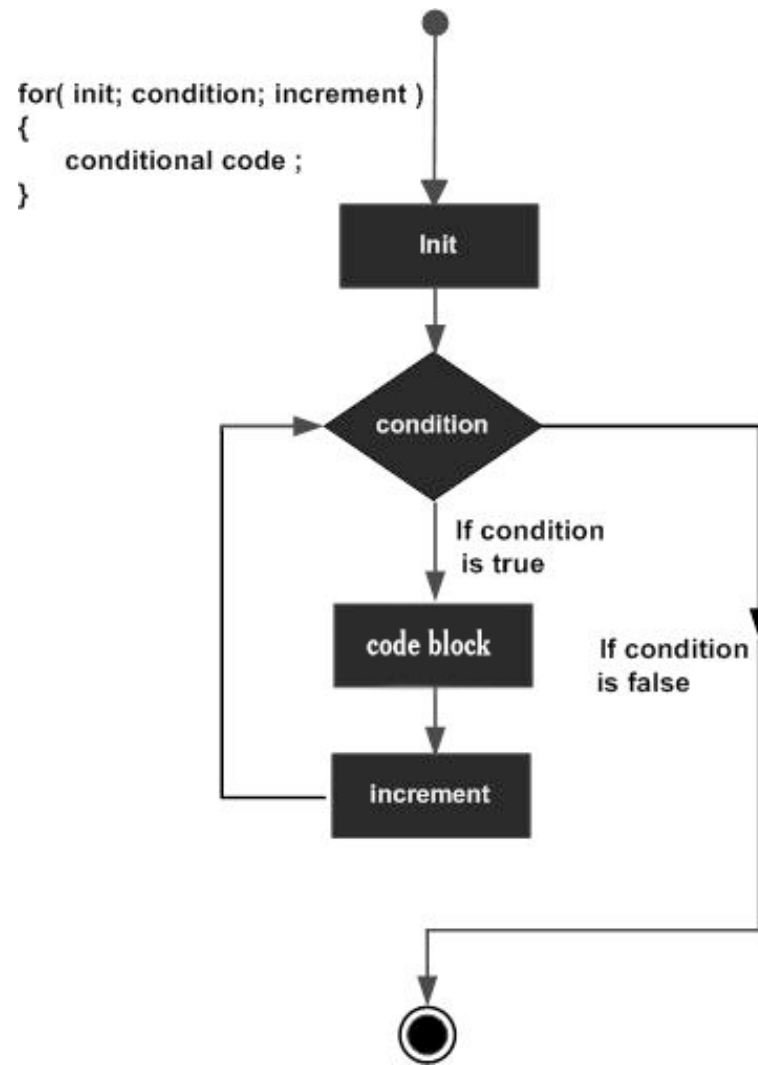
Ex: For-loop and repetition


```
1 ▼  function setup() {
2      createCanvas(windowWidth, windowHeight);
3      var sometext = ['h', 'e', 'l', 'l', 'o'];
4 ▼    for (var i = 0; i<5; i++){
5          console.log(sometext[i]);
6      }
7    }
```

Symbol	Name	Function
	Start/end	An oval represents a start or end point
→	Arrows	A line is a connector that shows relationships between the representative shapes
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Initialize:
A List of characters

Go to next character

Loop through each character: finish?

No → Print the character on screen

Yes

One way of doing it…

A flow chart shows a breakdown of tasks representing procedures, step-by-step progression and algorithms. It is not a detailed flow chart that includes every possible computational steps but rather it demonstrates **high-level processes for visual understanding** that gives a general idea of how tasks are broken down. It is independent of any programming language as it concerns procedures but not coding syntax.

A simple game
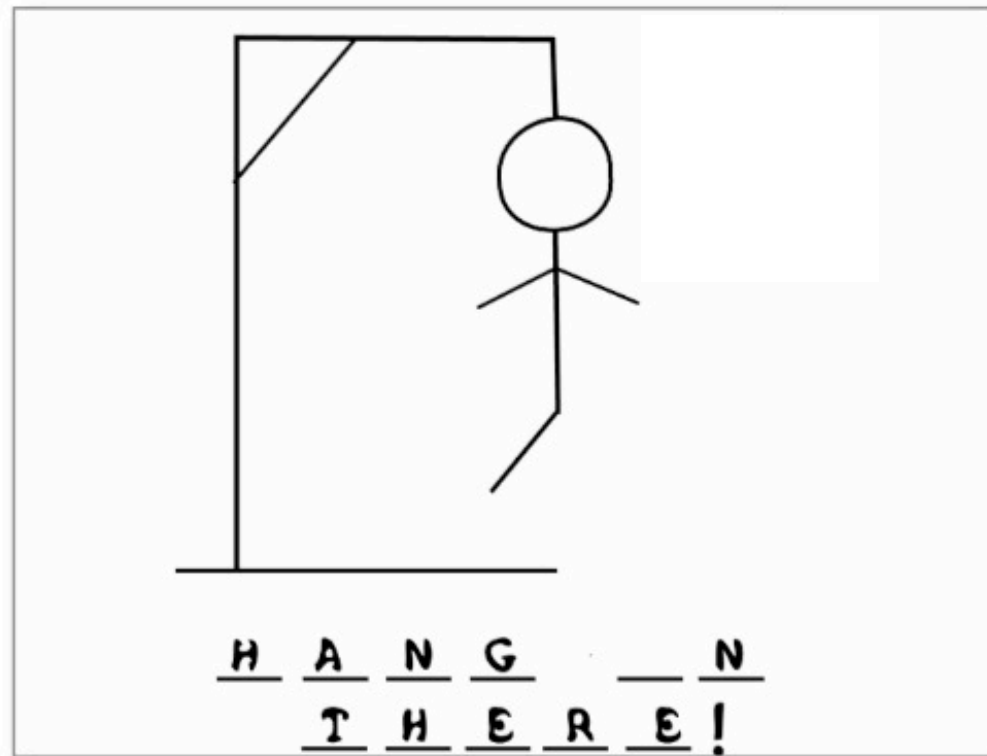
A simple game
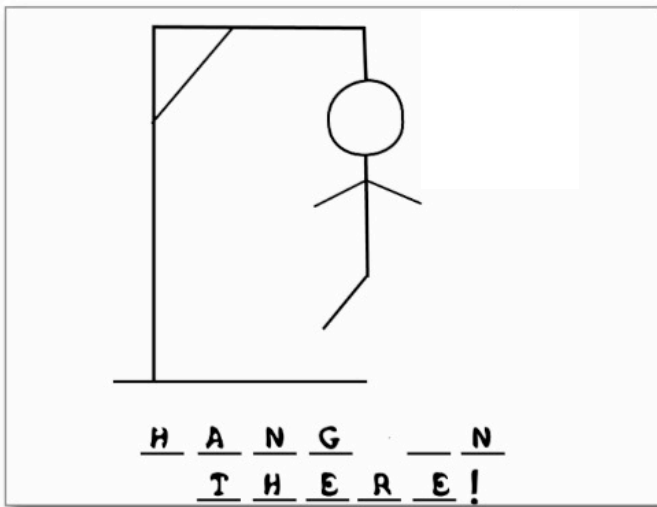
1. How to play?
2. What does it mean by game over?
3. What are the possible consequences (scenarios) of right/wrong guessing?

Exercise: A simple game

Discuss in pairs **then draw a simple flowchart** for the hangman game.

Then come up with **a list of variables** will be used in programming the hangman game.

Flowchart

Hangman flow chart
draft

```
                    ( Start )
                        |
        +---------------------------------+
        | · Canvas ready                  |
        | · initialize live counts        |
        +---------------------------------+
                        |
        +---------------------------------+
        | · Pick a word (from a list)     |
        | · Count the word length         |
        +---------------------------------+
                        |
        +---------------------------------+
        | Draw "___" according to         |
        |     the word length             |
        +---------------------------------+
                        |
                   / User   /
                  /  Input /
                        |
                    < Match >  ----No---->  +----------------------+
                        |                   | · Draw body          |
                       Yes                  |   Body parts         |
                        |                   | · Decrease live counts|
        +---------------------------------+ +----------------------+
        | fill the space with             |            |
        | the matched character           |            |
        +---------------------------------+            |
                        |                              |
                   < finish                            |
              No <---  all      <---------------------+
                     guessing? >
                        |        and check if
                       Yes       any lives
                        |        remain
        +------------+
        | Show end   |
        |  game      |
        +------------+
              |
   Yes    < Restart >
  <-----     ?
              |
             No
              |
            ( end )
```
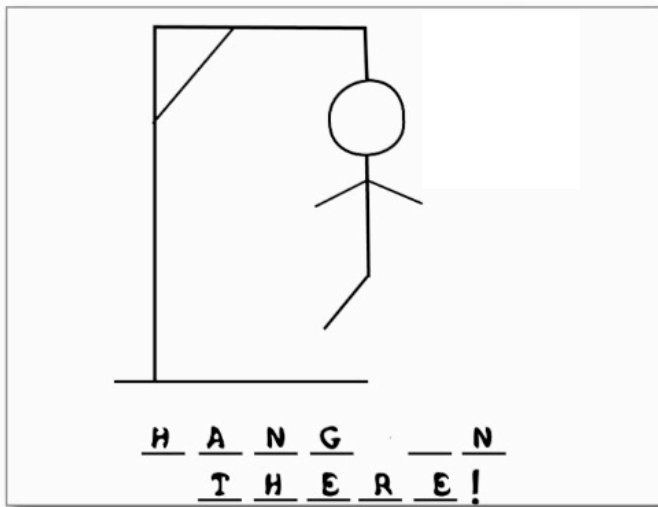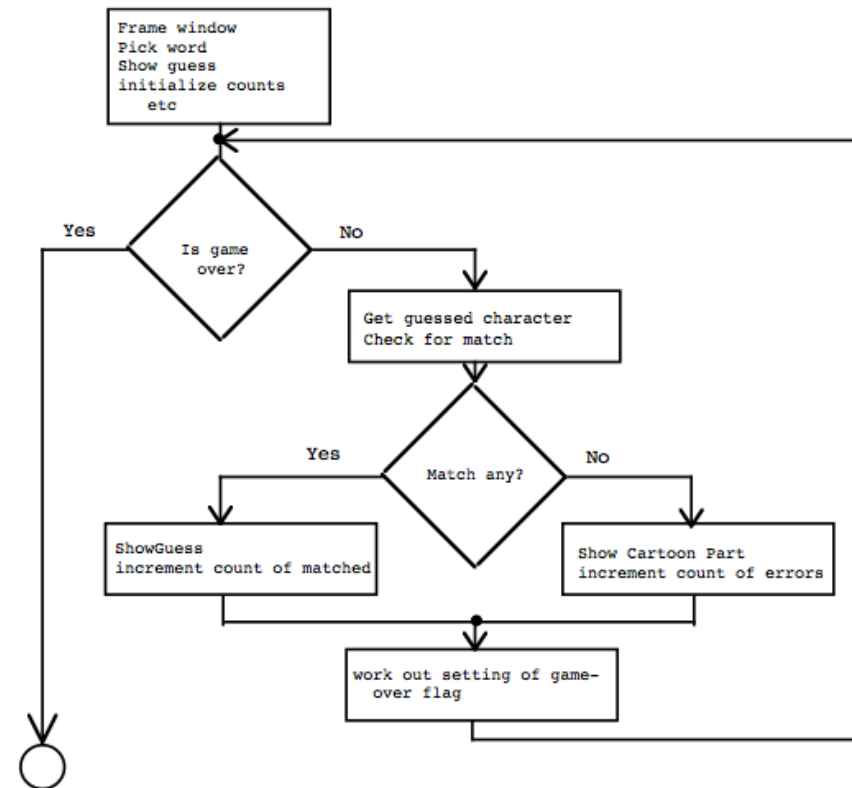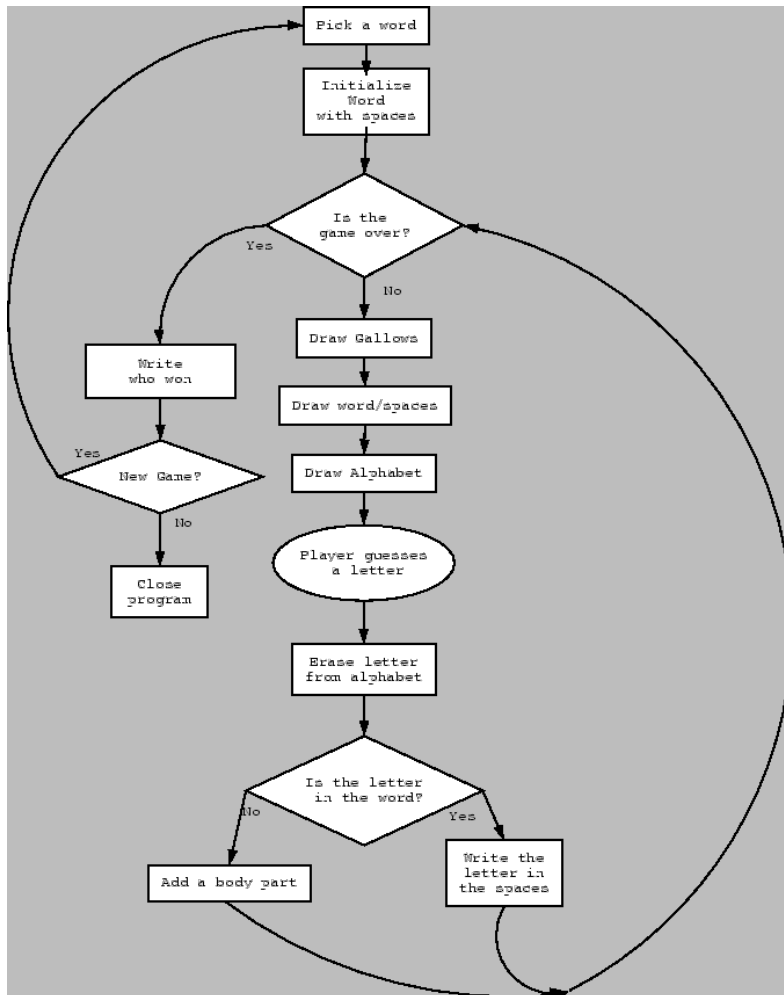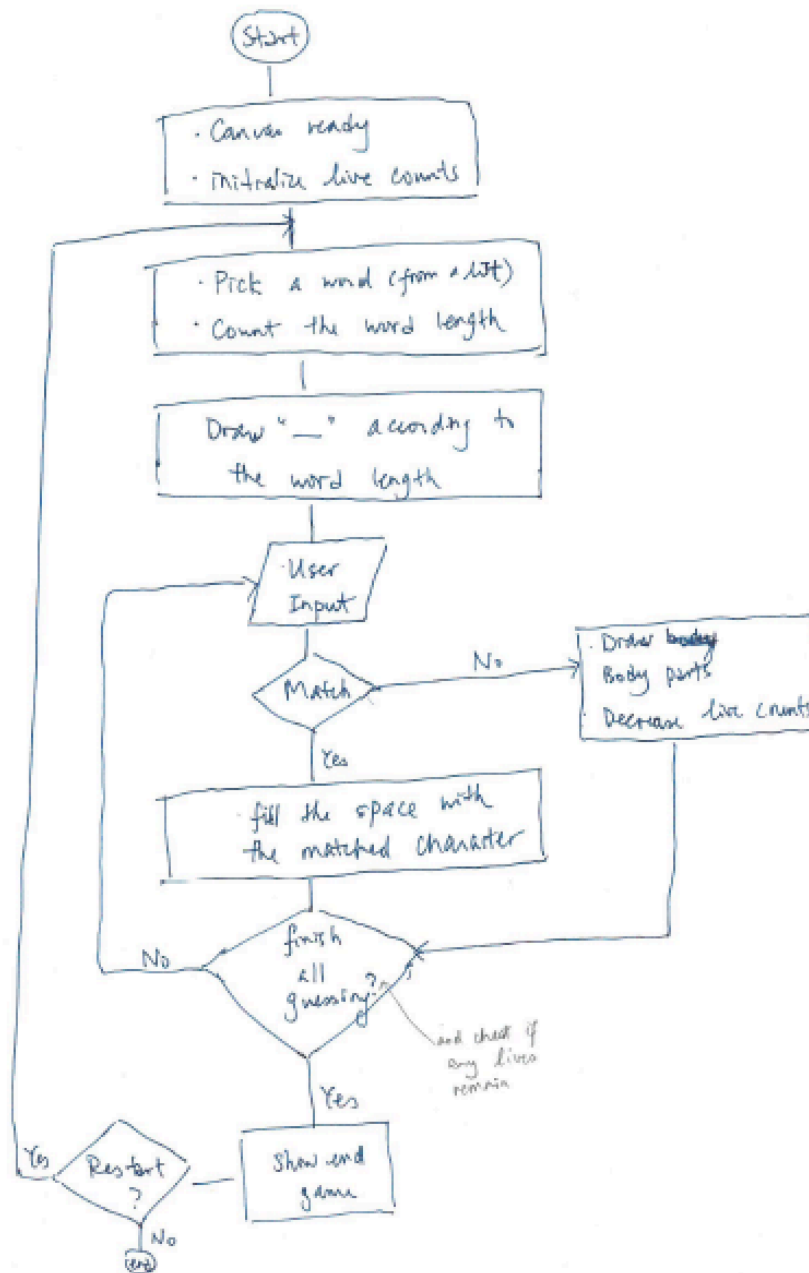
Mini_exe8- Flow chart

Final Project Brief