

Code and language

Text -Load external font

```
var myFont;
```

```
function preload() {  
    myFont=loadFont("data/comic.ttf");  
}
```

```
function setup() {  
    textFont(myFont);  
    textSize (30);  
    text("fun",width/2,height/2);  
}
```

Text – Load external text file

```
Var myText;  
function preload() {  
    myText=loadStrings("data/sweetText.txt");  
}  
function setup() {  
    var one=join(myText," ");  
    var list=split(one,". ");  
}
```

hver linje=1 String → hele teksten=1 String
hele teksten=1 String → mellem hvert ". "= 1 String

Arrays

En liste af ting (tal, tekst, objekter, billeder...)

```
var words= ["I", "love", "Arrays", "!"];
```

Eller

```
var words= [ ]  
words[0]="I";  
words[1]="love";  
words[2]="Arrays";  
words[3]="!";
```

Arrays and for-loop

Går godt sammen, fordi for-loop kan opstille nogle generelle regler for din Array

```
for (i=0; i<words.length; i++) {  
    text(words[i], 300+i, height/2);  
}
```

A new library! RiTa

1. Download library
2. Lav evt. en ny mappe (kaldet lib f.eks.) i din sketch-mappe
3. Kopier .js filer ind i mappen
4. Rediger din "index.html"-fil
5. Tilføj: "<script src=" *din_mappe/navn_på_library* " type="text/javascript"></script>" under "<head> sektionen
6. Udforsk og brug dit nye library 😊

Referencer til RiTa library: <http://rednoise.org/rita/reference/index.php>

Winnies code

Kode: <https://github.com/AUAP/AP2017/blob/master/class06/sketch06/sketch.js>

Run: <https://rawgit.com/AUAP/AP2017/master/class06/sketch06/index.html>

Ekstra funktioner: `match()` + `charAt()`