

# 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 (var i=0; i<words.length; i++) {  
    text(words[i], 100+i*100, height/2);  
}
```

I love Arrays !

# DOM-library: Button

Det klassiske kedelige eksempel

*Definer:*

```
var button;
```

```
button = createButton('a button');
```

*Brug funktioner:*

```
button.position(0,0); //placeres på kanvas
```

```
button.mousePressed(pressed); //pressed() er en funktion
```

```
button.style('background', 'red'); //gør knappen rød
```

Se mere om style() funktionen: <https://p5js.org/reference/#/p5.Element/style>

# DOM-library: Input

*Definer:*

```
var input;
```

```
input = createInput('Hej');
```

*Brug funktioner:*

```
var val = input.value();
```

//Få værdien ud

```
input.position(0,0);
```

//placeres på kanvas


```
input.input(writing);
```

//writing() er en funktion

```
input.style('width', '100px');
```

//gør input barren rød

Se mere om style() funktionen: <https://p5js.org/reference/#/p5.Element/style>



Hej

# DOM-library: Checkbox

*Definer:*

```
var check;
```

```
check = createCheckbox('Hej', false);           //label + sættes til at være unchecked
```

*Brug funktioner:*

```
check.position(0,0);                             //placeres på kanvas
```

```
check.changed(checked);                          //checked() er en funktion
```

# DOM-library: Slider

*Definer:*

```
var slider;
```

```
slider = createSlider(min, max, default);
```

//min og max værdi på slider, samt startposition

*Eller*

```
slider = createSlider(min, max, default, steps);
```

//tilføjet steps, så slideren har nogle faste "hak"

*Brug funktioner:*

```
var val = slider.value();
```

//aflæs værdi

```
slider.position(0,0);
```

//placeres på kanvas

```
slider.style('width', '80px');
```

//gør slideren 80 pixels bred

Se mere om style() funktionen: <https://p5js.org/reference/#/p5.Element/style>

# DOM-library: Capture

*Definer:*

```
var capture;
```

```
capture = createCapture(VIDEO);           //capture fra video
```

*Eller*

```
capture = createCapture(VIDEO, show);     //show er en funktion der kaldes efter  
capture er loaded
```

*Vis capture:*

```
image(capture, 0, 0, capture.width, capture.height);
```

# Brug libraries!

1. Download library
2. Lav evt. en ny mappe (kaldet lib eller library 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 😊



# MiniEx3 – discussion

Sæt jer sammen i grupper, der ikke er dem I ellers er i gruppe med.

Præsenter jeres miniEx fra sidste uge for hinanden.

- Forklar din vision.
- Vær så præcis som mulig med hvorfor du bruger lige præcis den syntax det sted igennem koden.
- Giv gerne feedback og forslag til hinanden.

# Winnies code

Sketch:

<https://github.com/AUAP/AP2018/blob/master/class04/sketch04/sketch04.js>

Index:

<https://github.com/AUAP/AP2018/blob/master/class04/sketch04/index.html>

# Læs mere

DOM library: <https://p5js.org/reference/#/libraries/p5.dom>

CLM tracker library: <https://github.com/auduno/clmtrackr>

# MiniEx 4

- Make sure you have read the text by Søren Pold + Carolin and Anne. (*The focus on a button is just an example, you can apply the similar thinking to other kinds of tracking objects, such as face, mouse, audio, etc.*)
- Experiment various **data capturing input** and **interactive devices**, such as audio, mouse, keyboard, web camera, etc.
- Develop a sketch that response loosely to the open call "CAPTURE ALL" from Transmediale 2015 that acts as the guideline for this mini exercise. (It can be very simple)
- Upload your program/result to your own Github account under a folder called mini\_ex4. (Make sure your program can be run on a web browser, and **if it requires downloading other library** or other devices, please **specify in your readme file**)
- Create a readme file (README.md) and upload to the same mini\_ex3 directory.
- Provide peer-feedback to 2 of your classmates on their works by creating "**issues**" on his/her github corresponding repository. Write with the issue title "**Feedback on mini\_ex(?) by (YOUR FULL NAME)**"

NB!: Feel Free to explore and experiment more syntax.

# ReadMe

Winnie skriver:

- A screenshot of your program
- A URL link to your program and run on a browser.
- Describe about your sketch and explains **what have been captured** both **conceptually** and **technically**.
- How might this ex helps you to think about or understand the **data capturing process in digital culture**?

# Gonna Capture them all!

Udforsk forskellige måder at indfange data!

-Udforsk mere end bare Button ;)