Programming For Design

Assignment 1

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Flow Chart

**Start**

**Set Eye**

**Positions**

**End**

**Has Program**

**Finished**

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**Has R\_Eye, Reached Max, or Min**

**Position?**

**Has L\_Eye, Reached Max, or Min**

**Position?**

F

**Keep Moving in Current Direction**

**Keep Moving in Current Direction**

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T

**Reverse Move Direction**

**Reverse Move Direction**

SUEDO Code

DO

IF Program running THEN

Draw Canvas

Set background color

Draw hands

Draw jacket

Draw neck

Draw face

Draw Glasses

Draw Hair

Draw Nose

Draw Mouth

IF L\_Reverse==false THEN

IF L\_EyeCurrent > L\_Min && L\_EyeCurrent < L\_Max THEN

L\_EyeCurrent -=0.025;

IF L\_EyeCurrent < L\_Min || L\_EyeCurrent > L\_Max THEN

L\_EyeCurrent +=0.05;

L\_Reverse=true;

IF R\_Reverse==false THEN

IF R\_EyeCurrent > R\_Min && R\_EyeCurrent < R\_Max THEN

R\_EyeCurrent -=0.025;

IF R\_EyeCurrent < R\_Min || R\_EyeCurrent > R\_Max THEN

R\_EyeCurrent +=0.05;

R Reverse=true;

IF L\_Reverse==true THEN

IF L\_EyeCurrent > L\_Min && L\_EyeCurrent < L\_Max THEN

L\_EyeCurrent +=0.025;

IF L\_EyeCurrent < L\_Min || L\_EyeCurrent > L\_Max THEN

L\_EyeCurrent -=0.05;

L\_Reverse=false;

IF R\_Reverse== true THEN

IF R\_EyeCurrent > R\_Min && R\_EyeCurrent < R\_Max THEN

R\_EyeCurrent +=0.025;

IF R\_EyeCurrent < R\_Min || R\_EyeCurrent > R\_Max THEN

R\_EyeCurrent -=0.05;

R Reverse=false;

Draw Eyes

WHILE

Program is Running