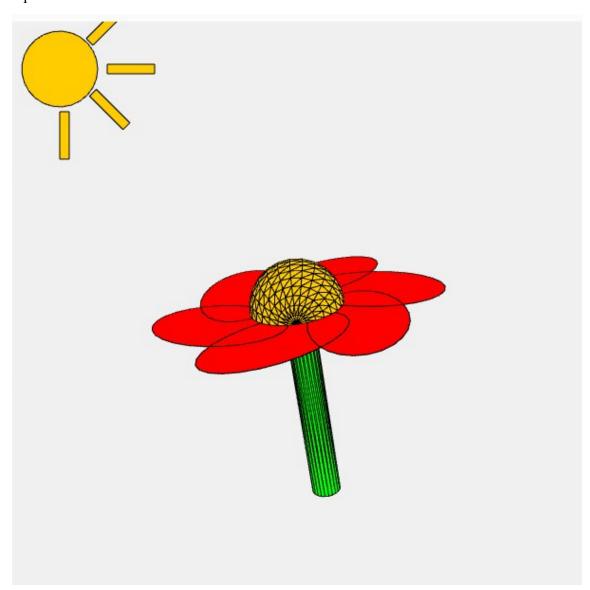
## **Examen Grafica de calculator**

Apareci Aurica TI 231 FR



## Examen Grafica de calculator

```
Apareci Aurica TI 231 FR
let angle = 0;
let scaleFactor = 2;
let translateX = 0;
let translateY = 0;
let petalColor;
function setup() {
createCanvas(600, 600, WEBGL);
petalColor = color(255, 0, 0);
}
function draw() {
background(240);
push();
fill(255, 204, 0);
translate(-250, -250, 0);
ellipse(0, 0, 80, 80);
push();
translate(50, 0);
rect(0, -5, 50, 10);
pop();
push();
translate(35, 25);
rotateZ(PI / 4);
rect(0, -5, 50, 10);
pop();
push();
translate(35, -25);
rotateZ(-PI / 4);
rect(0, -10, 50, 10);
pop();
push();
rect(0, 45, 10, 50);
pop();
pop();
translate(0, translateY);
scale(scaleFactor);
rotateX(angle/2);
rotateY(angle/5);
push();
```

## Examen Grafica de calculator

```
Apareci Aurica TI 231 FR
fill(0, 255, 0);
translate(0, 0, 50);
rotateX(HALF PI);
cylinder(8, 130);
pop();
for (let i = 0; i < 6; i++) {
push();
fill(petalColor);
rotateZ(TWO PI * i / 6);
translate(30, -30);
ellipse(0, 0, 50, 80);
pop();
}
push();
fill(255, 204, 0);
sphere(25);
pop();
angle += 0.02;
function keyPressed() {
if (keyCode === RIGHT ARROW) {
translateX += 10;
} else if (keyCode === LEFT_ARROW) {
translateX -= 10;
} else if (key === '+') {
scaleFactor += 0.1;
} else if (key === '-') {
scaleFactor -= 0.1;
}
}
function mousePressed() {
if (mouseButton === LEFT) {
petalColor = color(random(255), random(255), random(255));
}
}
```