

Art and Code | FWCD

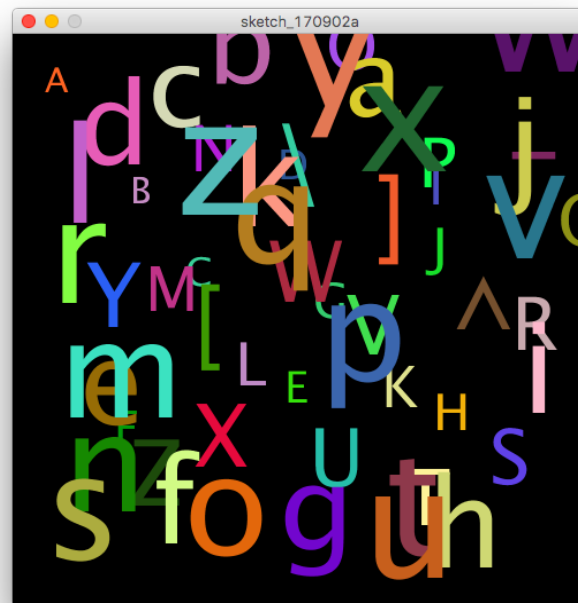
Objective

Creating char variables and learning the relationship between characters and integers.

Instructions

Write a program that draws a letter to the screen at the location of a mousePress. Start your letters with a capital 'A'. Each time you press the mouse at a location of the window, it draws the next ASCII character, a little bigger than the last letter, and a random color. A cast will likely be useful in this lab. Casting is temporarily changing the type of a value. Read the Hint Section.

Examples



Hints

[text\(\)](#) and [textSize\(\)](#)

Ex. `println((char) 65);` This code changes the numerical value of 65 to a 'A' before printing
`int val = (int) 3.5;` Normally 3.5 won't go into an int, but with a cast to an int the .5 is lost
`int r = (int) random(255);` because random gives r a decimal I can either change r to a float or I can change the value to an int before I assign.