

# Art and Code | FWCD

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*Whatever you want to call it*

## **Objective**

Learn how to break down bigger scenes into modules and write action methods.

## **Instructions**

Make a scene of your choosing. You must write at least 5 methods to accomplish your scene. This does not include `setup()` and `draw()`. Use at least 1 loop in your implementation.

Recommendation: use `pushStyle()` and `popStyle()` to prevent your methods from affecting each other.

print out the `mouseX` and `mouseY` values to the console to see where the mouse is on the screen.

## **Examples**

We'll look at examples in class.