

# Variable i Processing

CODING PIRATES DIKU

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## Variable

Tast det her ind:

```
var xpos = 200;  
rect(xpos, 50, 75, 75);
```

Prøv at ændre 200 til et andet tal.

Eller prøv:

```
var size = 25;  
ellipse(200, 200, size, size);
```

Fisk der kan bevæge sig:

```
var xpos = 200;  
ellipse(xpos, 200, 120, 75);  
triangle(xpos-60, 200, xpos-90, 170, xpos-90, 230);
```

## Opgaver

- Farvelæg fisken
- Giv fisken et øje
- Lav en ny variabel til fisken, der styrer y-positionen
- Få bilen fra sidste uge til at køre



## Animation

### Tegneprogram

```
fill(0, 0, 0);  
draw = function () {  
  ellipse(mouseX, mouseY, 10, 10);  
};
```

Eller prøv:

```
draw = function () {  
  line(0, 0, mouseX, mouseY);  
};
```

## Baggrundsfarve

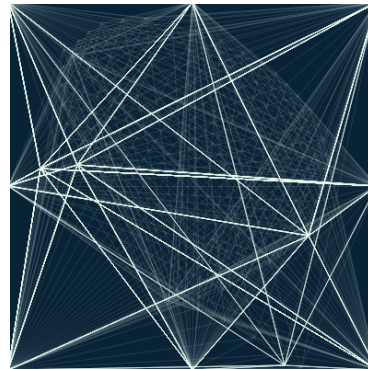
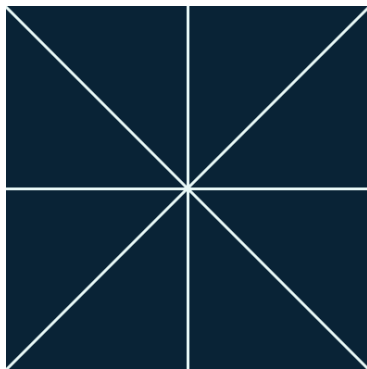
Prøv background() kommandoen:

```
draw = function () {  
  background(255, 255, 0);  
  line(0, 0, mouseX, mouseY);  
};
```

UFO:

```
draw = function () {  
  background(128, 200, 255);  
  fill(0, 0, 0);  
  ellipse(mouseX, mouseY-25, 50, 25);  
  arc(mouseX, mouseY, 100, 50, 180, 360);  
};
```

## Opgave



Brug:

```
background(9, 35, 54);  
stroke(233, 249, 247, 30);
```

hvis du vil have de samme farver.