

Funktioner i Processing

CODING PIRATES DIKU

13. september 2016

Funktioner

En fiske-funktion:

```
var fish = function (xpos) {  
  ellipse(xpos, 200, 120, 75);  
  triangle(xpos-60, 200, xpos-90, 170, xpos-90, 230);  
};  
  
fish(100);  
fish(300);
```

Opgaver

- Skriv en `ufo(x, y)`-funktion.

UFO stying

```
var retning = 0;
keyPressed = function () {
  if (keyCode === LEFT) {
    retning = -5;
  }
  if (keyCode === RIGHT) {
    retning = 5;
  }
}

var ufoX = 200;

draw = function () {
  backgroun(255,255,255);
  ufo(ufoX, mouseY);
  ufoX = ufoX + retning;
}
```

Opgaver