

# CREATIVE CODING FALL 2022 SECTION E

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## PROJECT 4: REVIEW EXERCISES (10%)

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### Brief:

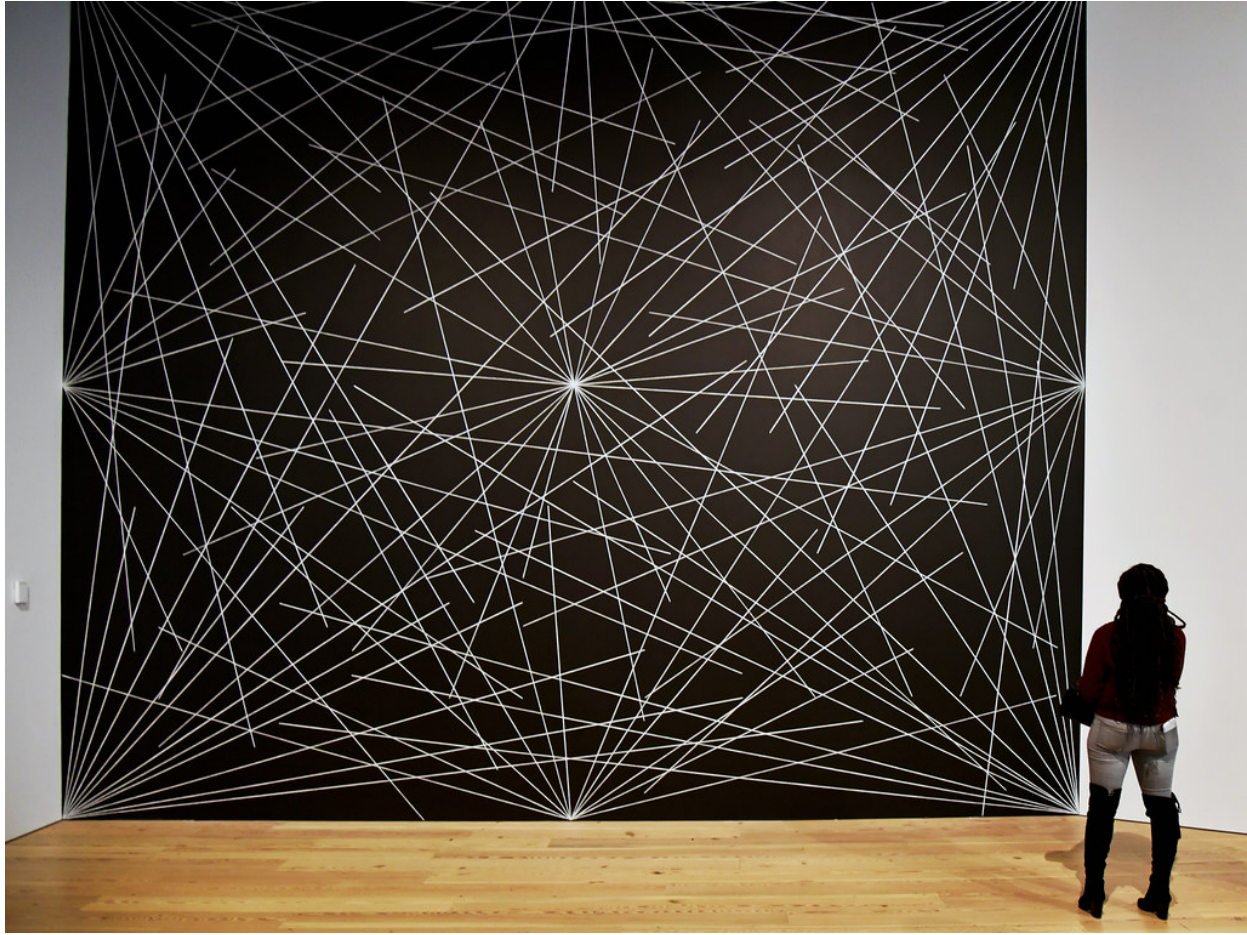
From drawing primitives, variables, functions, conditionals, loops, arrays, classes, HTML/CSS/DOM, Data/API to Machine Learning, we've covered a lot in our class so far!

For the next few weeks, you will be implementing a series of exercises to review these concepts in preparation for your final project of the semester!

**(30%) Sol LeWitt Wall Drawing :** Functions, Loops, Random

– Recreate Sol LeWitt's Wall Drawing 289. 24 lines from the center, 12 lines from the

midpoint of each of the sides, and 12 lines from each corner.



- Create three functions, that uses the count parameter to draw random lines of that given count. (hint: Use loops and random() in these functions)
  - drawCenterLines(count)
  - drawCornerLines(count)
  - drawSideLines(count )
- In your setup(), call these three functions, but set count to be 24 for the centerLines, and 12 for the cornerLines and sideLines.

### **(30%) 10 Second Timer :** Variables, conditional, DOM

- Use variables, round(), millis(), text() to display the remaining time in seconds rounded to two decimal points.
- Use an if statement to determine when the time is up, and display a different text (ex. "time's up!")
- Use a DOM button for resetting the timer

### **(40%) 100 Interactive Green Faces :** Object Oriented Programming + Interactivity

For this exercise, we will add some interactivity to the grid of 100 green faces we made for the second quiz: <https://openprocessing.org/sketch/1726521>

- 1) Update the Face class so that when a mouse hovers over it,  
(hint: use `dist()` to find the distance between the mouse position and the face position)
  - a) it wiggles / update the x and y value by some small random value between -1 and 1
  - b) the face with the mouse over it changes its `faceColor` to yellow (when the mouse is not over the face, the face should return to its original color)
- 2) Update the `mouseReleased` function so that when a mouse clicks on it,
  - a) it plays a sound
  - b) it is removed from the list of faces / should not be drawn anymore (hint: use `splice()`)

**Due Date: Wednesday, November 23 (11:59pm)**

**Submission Form: <https://forms.gle/ro8jWXyUrbvhjC4c7>**

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**Accessibility**