

# An Introduction to Processing

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Printing Information to the Screen

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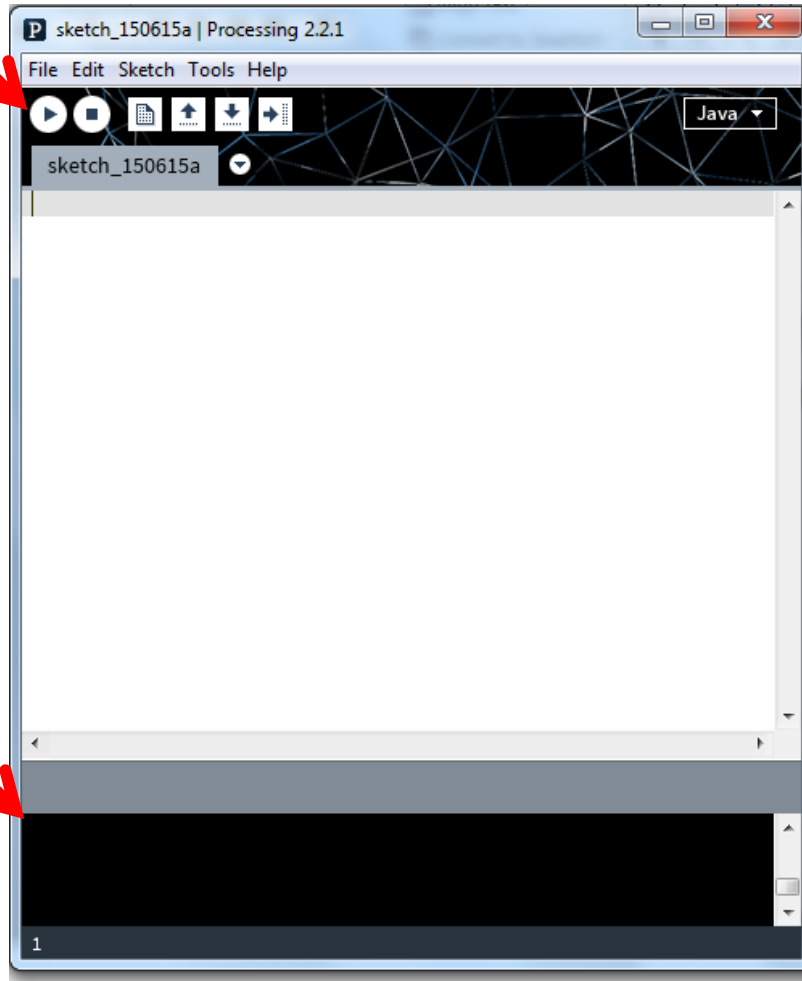


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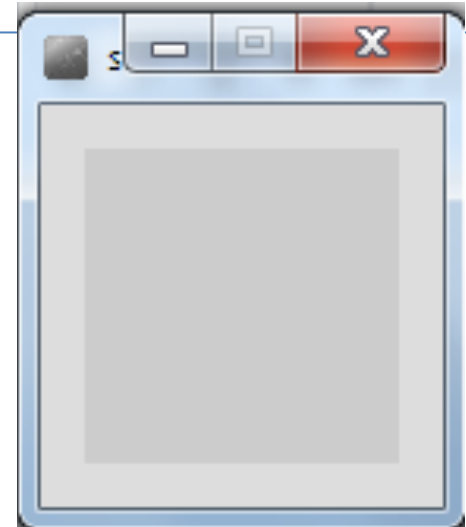
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# Processing Screens when Running

Run  
button



- So how does this relate to Processing?
- When you open Processing and click on the run button, a display window pops up.



Display window

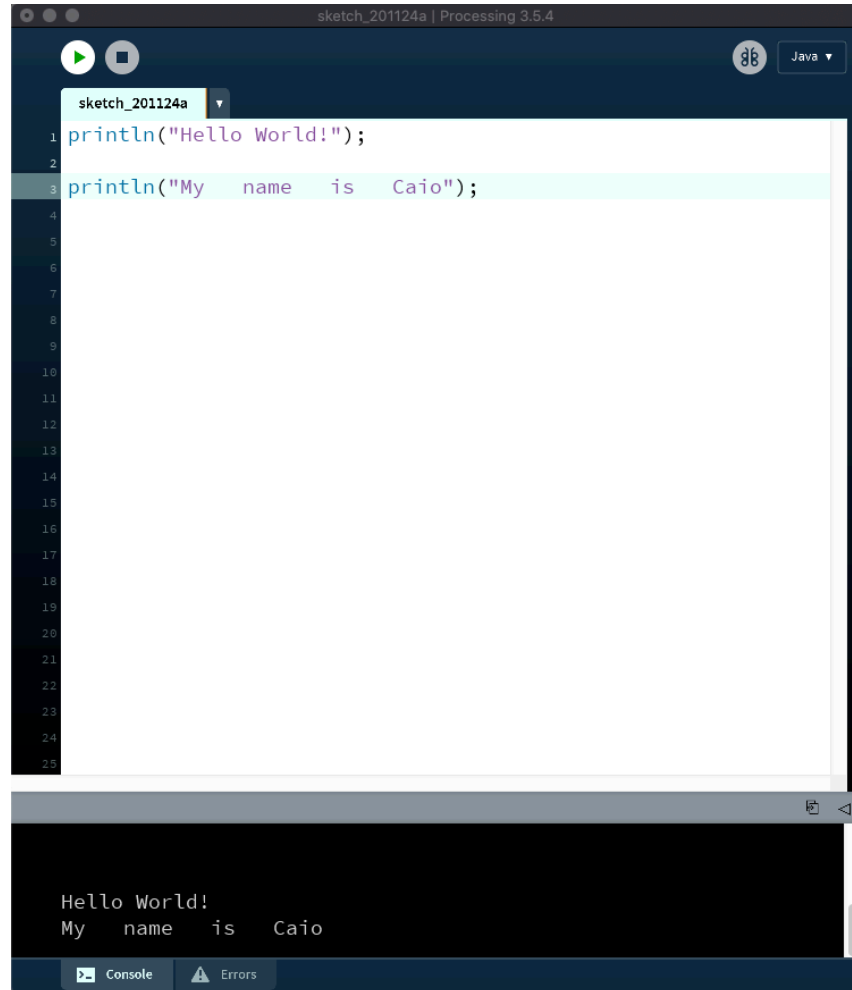
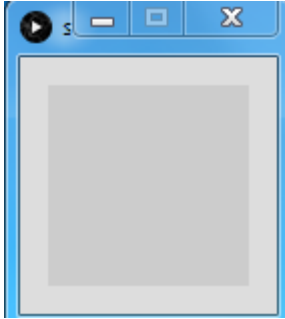
# Printing Information to the Console

- To print information to the screen in processing we use built in **function** or **method** called:
  - print
  - println
- print – this will print information to the console
- println – this will print information to the console and then move to the next line
  - short for print line

# Printing Information to the Console

- `println("Welcome to Programming!");`
- This will print Welcome to Programming! to the console. It will print everything between the inverted commas including spaces.
- `println("My    name    is    Caio");`
- This prints My    name    is    Caio (see spaces)
- Each line of code (statement) ends with a semicolon.

# Printing Information to the Console

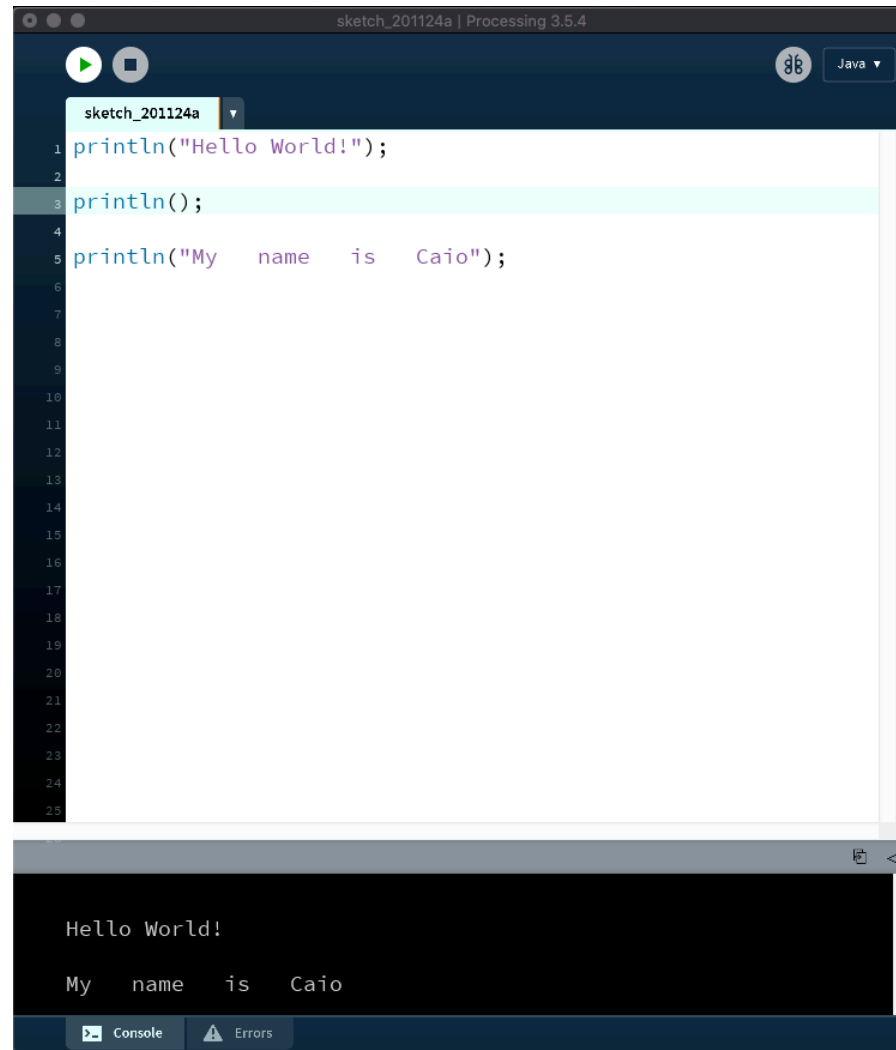
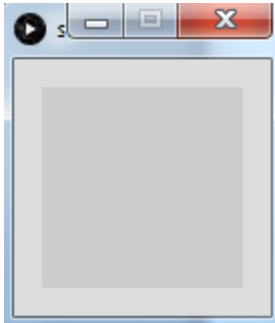


# Printing Information to the Console

- When we run the code you can see it prints two lines to the screen.
- It ignore any white spaces or blank lines.
- If we want to print a blank line we must write the code to do so.

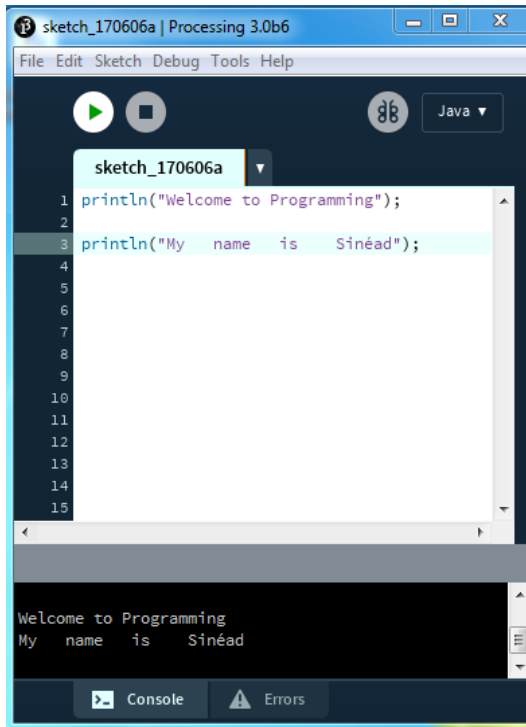
```
println();
```

# Printing Information to the Console



# White Spaces

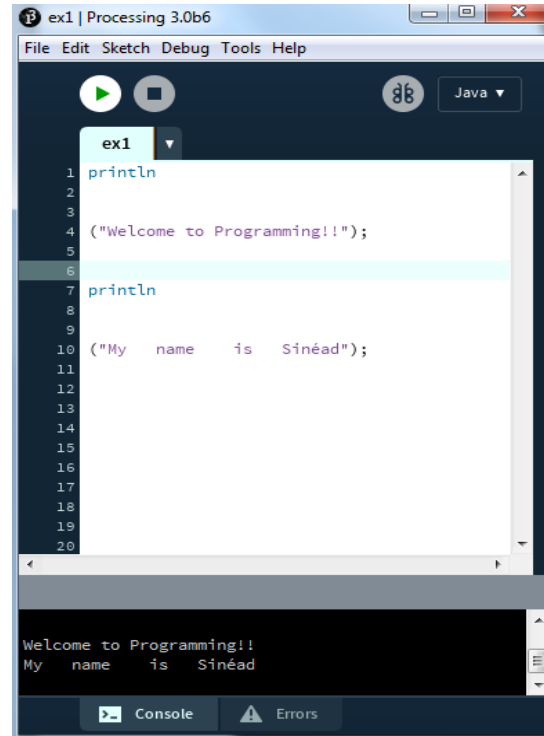
- The white spaces mean nothing to the compiler, the compiler ignores them when reading the code.
- Both programs below are read the same way.



```
sketch_170606a | Processing 3.0b6
File Edit Sketch Debug Tools Help

sketch_170606a
1 println("Welcome to Programming");
2
3 println("My name is Sinéad");
4
5
6
7
8
9
10
11
12
13
14
15

Welcome to Programming
My name is Sinéad
Console Errors
```



```
ex1 | Processing 3.0b6
File Edit Sketch Debug Tools Help

ex1
1 println
2
3
4 ("Welcome to Programming!!");
5
6
7 println
8
9
10 ("My name is Sinéad");
11
12
13
14
15
16
17
18
19
20

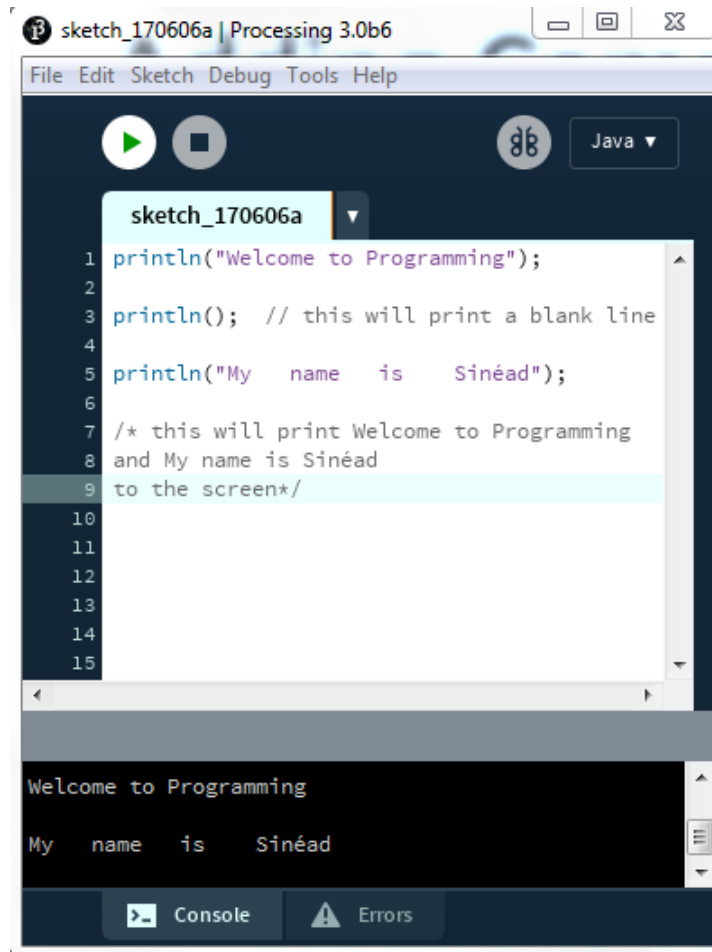
Welcome to Programming!!
My name is Sinéad
Console Errors
```



# Adding Comments to a Program

- Comments add meaning to your code but are ignored by the compiler
- Comments do not interfere with your code
  - `//` short comment – one line
  - `/*` long comment –  
this comment can be  
written over many lines `*/`

# Adding Comments to a Program



The screenshot shows the Processing IDE interface. The title bar reads "sketch\_170606a | Processing 3.0b6". The menu bar includes "File", "Edit", "Sketch", "Debug", "Tools", and "Help". Below the menu bar are icons for running (a green play button), stopping (a grey square), and a Java version selector (showing "Java"). A dropdown menu shows "sketch\_170606a". The main code editor displays the following Java code:

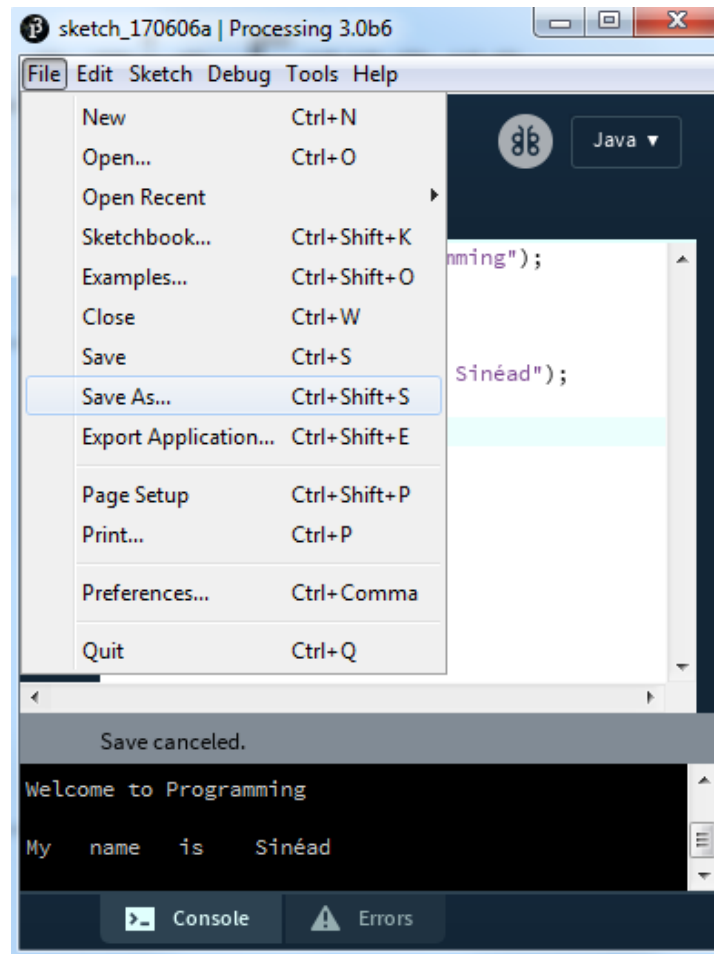
```
1 println("Welcome to Programming");
2
3 println(); // this will print a blank line
4
5 println("My   name   is   Sinéad");
6
7 /* this will print Welcome to Programming
8 and My name is Sinéad
9 to the screen*/
10
11
12
13
14
15
```

Below the code editor is a console window showing the output of the program:

```
Welcome to Programming
My   name   is   Sinéad
```

At the bottom of the IDE are tabs for "Console" and "Errors".

# Saving your Program



# Questions?



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