**Basic Drawing in Processing - Assignment**

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1. Draw a Picture – Part 2

Find your answer to the assignment from last lesson. We’ll be using it again now.

Using the same picture/drawing you made in the last assignment, create a Processing program that draws that picture. This time, make sure to add in different colors, and use one of the functions that changes the stroke styling in some way.

As an optional part of this assignment, add other types of shapes to your drawing as details or to enhance the picture as a whole (don’t just stick an arc in the corner for no reason). See if you can work a Bezier curve or two into your drawing.

1. Push and Pop: Investigating the Matrix Stack

Recall that the instructional document did not elaborate on the pushMatrix and popMatrix functions very much. Now, research the stack data structure. Discover what it does and how it is used. Come back once you’ve finished.

The two aforementioned functions actually affect something known as the matrix stack in Processing. Using the internet, and your newfound knowledge as resources, write a short description of what the matrix stack is and how these two functions actually work.