**Using Java Specifics in Processing - Assignment**

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1. Free Choice

Make something with Processing. It can be anything, anything at all. Feel free to draw a picture, write a small library of useful functions/classes, or anything else you want to do with Processing. However, there is a catch: you have to use at least one advanced construct from this lesson in your project. Now go make something!

Solution

There is no solution. Make something.

1. “Static”

Why can’t you use static methods or variables in a normal class in the PDE? Write a few sentences about the reasons behind this.

Solution

First, we must understand that all of the code written in the PDE is contained in a wrapping class. Then, this means that all of the classes you write in the PDE are really nested or “inner classes”. The Java specification states that inner classes cannot have static members, which explains why you can’t use static methods or variables.

1. The Other “Static”

What are some of the key differences between the active and static modes in Processing?

Solution

The static mode is just a set of instructions that Processing executes once. However, you can’t use functions with static mode. In contrast, in active mode, all code, except for variable declarations, is contained in functions or classes. In active mode, Processing executes the code in the setup function once at the beginning, and then runs the code in the draw function once per frame. This allows you to do animation.