***IT150: Programming Fundamentals in Processing***

Go to this site: [Processing Hour of Code | Home](https://hello.processing.org/)

This is a programming language made by artists to do art things. It is called Processing.

***Uh, why are we looking at this and not C#?***

Some of the core, fundamental concepts you need to get early on are easier to see with Processing.

If you would like, you can watch the intro videos. If not, you can skip to the lesson section.

Work through these lessons and answer the following questions.

1. Does the order lines of code occur in matter? Why or why not?

Yes, because code follows a sequence, and one will be on top of another

1. What are some of the common formatting symbols you see in these exercises? What do you think they are used for? ( ) , ;
2. Inside of the ( ), there are numbers.
   1. Changing the numbers does what to the resulting image?

Changes the location and the width and height of the image

* 1. Does changing different numbers change the resulting image in different ways?

Yes because the numbers have a different meaning

* 1. Do all ( ) have numbers in them? Why do you think that is?

Yes because there needs to be an input

* 1. Do all ( ) have the same number of numbers in them? Why do you think that is?

No because you may not want the same thing for the two images, or it may mean something different.

1. On the left-hand side of where we are typing, there are numbers. What purpose do these have?

Line numbers and they show what line the code will be on

1. How do we tell this code to change color?

Inputting a number between 0 - 255

1. Once you have completed the basic overview, on the top bar, select the “Editor”.

Try and make something. Once you have, copy your code to the area below and take a snip of your result.

|  |  |
| --- | --- |
| **Code** | **Snip** |
| background(161,152,152);    fill(225,192,140);  rect(200,50,100,300);    fill(197,165,115);  ellipse(190,300,138,125); |  |