# Art and Code | FWCD

## **Objective**

Creating char variables and learning the relationship between characters and integers.

## **Instructions**

Write a program that draws a letter to the screen at the location of a mousePress. Start your letters with a capital 'A'. Each time you press the mouse at a location of the window, it draws the **next** ASCII character, a little bigger than the last letter, and a random color. A cast will likely be useful in this lab. Casting is temporarily changing the type of a value. Read the Hint Section.

## **Examples**



## Hints

## text() and textSize()

Ex. println( (char) 65 ); This code changes the numerical value of 65 to a 'A' before printing int val = (int) 3.5; Normally 3.5 won't go into an int, but with a cast to an int the .5 is lost int r = (int) random(255); because random gives r a decimal I can either change r to a float or I can change the value to an int before I assign.