

Processing intro : Coding Pirates DIKU

Streg tegninger

Tast følgende eksempel ind:

```
ellipse(200, 200, 150, 150);  
ellipse(135, 125, 75, 75);  
ellipse(260, 130, 75, 75);
```

Eller prøv i stedet:

```
rect(50,100,300,200);  
ellipse(200,200,100,100);  
rect(270,110,70,40);  
rect(70,95,30,5);
```

Eller:

```
triangle(200,150,250,280,150,280);  
ellipse(200,115,70,70);  
  
line(183,191,146,174);  
line(217,191,254,174);  
line(180,280,180,300);  
line(220,280,220,300);
```

Prøv at tegne en bil:

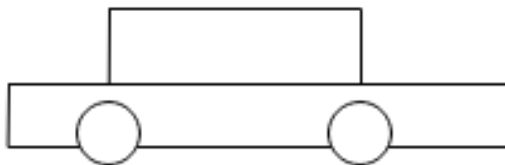
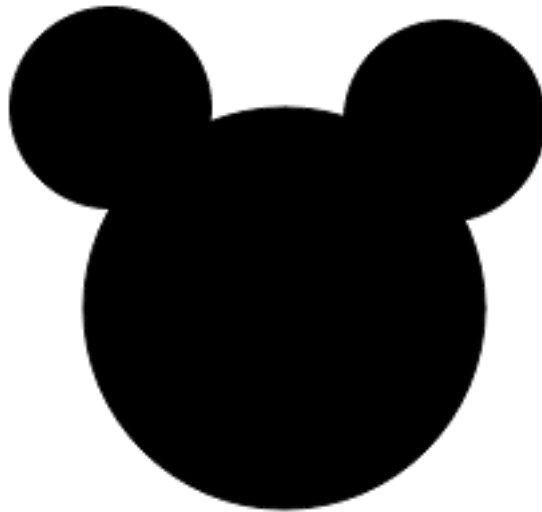


Figure 1: bil

Farver

Farvelæg tegningerne med `fill`-kommandoen. Det handler om at sætte `fill` ind det rigtige sted!

```
fill(0,0,0);      // sort  
fill(255,0,0);    // rød  
fill(0,255,0);    // grøn  
fill(0,0,255);    // blå  
fill(255,255,0);  // gul  
fill(255,255,255); // hvid
```



Prøv også kommandoen:

```
noStroke();
```

Opgaver

- Kan du tegne en blomst?

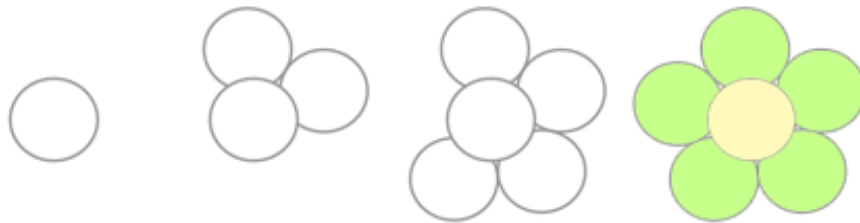


Figure 2: pic

- En pingvin?



Figure 3: pic

- Pikachu?

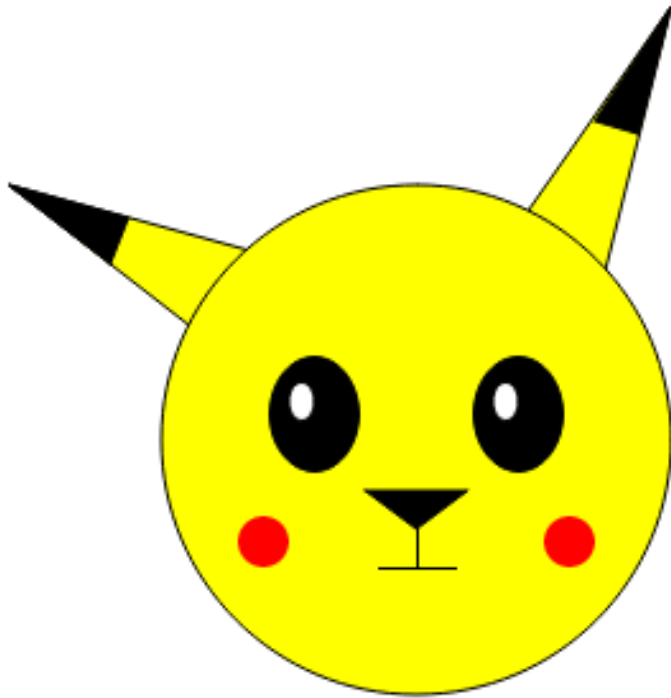


Figure 4: pic