

# Super-fun with First-class Shapes in Quil

## Super-fun with First-class Shapes in Quil

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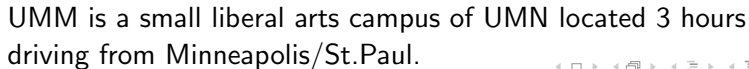
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# Where are we from?



# What are we working on?

Specific goal: developing Clojure-based introductory CS course (*ClojurEd project*).

General goal: making Clojure more accessible to beginners and those with no Java background.

What does this include?

- ① Beginner-friendly error messages.
- ② Libraries and tools that allow beginners to explore functional approaches, recursion, and abstraction.
- ③ Integration into a beginner-friendly IDE.

# What are we working on?

Developing Clojure-based introductory CS course (*ClojurEd project*).

General goal: making Clojure more accessible to beginners and those with no Java background.

What does this include?

- ① Beginner-friendly error messages.
- ② **Libraries and tools that allow beginners to explore functional approaches, recursion, and abstraction: graphical library.**
- ③ Integration into a beginner-friendly IDE.

Summer project 2015.

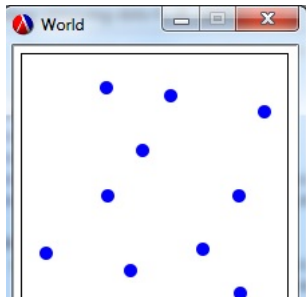
# Beginner-friendly graphical library

Inspiration: Racket "universe" package <http://racket-lang.org/>

- Separation of Model, View, Control (MVC)
- Functional implementation of MVC: world state, functions:  
old world state → new world state  
world state → image
- First-class shapes (circles, rectangles, user-added jpegs, etc)  
not attached to any position
- Functions to combine simpler shapes into complex shapes:  
above, beside, overlay, scale...

## Beginner-friendly graphical library: MVC

```
(define (main duration)
  (big-bang '() ; starts with an empty list of positions.
    [to-draw display-dots] ;draw dots on canvas
    [on-tick do-nothing 1 duration] ;dots don't move w/time
    [on-mouse add-or-remove-dot])) ;click handling
```



## Beginner-friendly graphical library: first-class shapes

```
(define dot (circle 10 "solid" "blue"))

;; display-dots: list of positions -> image
(define (display-dots lop)
  (cond [(empty? lop) blank-scene]
        [else (place-image dot
                             (posn-x (first lop))
                             (posn-y (first lop))
                             (display-dots (rest lop)))]))

;; add-or-remove-dot: list of positions,
;; coordinates of click -> list of positions
.....
```



## Odds and ends (not an actual slide)

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Elena: Don't forget:

- ① Mention Racket influence
- ② Mention the author of Quil fun mode
- ③ Mention Tom Hall EuroClojure 2014

# Dealing with the world as states

```
(defn setup []  
  (q/frame-rate 60)  
  (q/color-mode :rgb)  
  
  {:screen 0  
   :speed 1  
   :level 1  
   :box-1-points 0  
   :box-2-points 0  
   :box-1-pos {:x 0 :y (- (q/height) 50)}  
   :box-2-pos {:x (- (q/width) 50) :y (- (q/height) 50)}  
   :rocks []  
   :hit-player 0})
```

```
(defn update-state [state]  
  "Takes in the current state and returns the updated state.  
  Put functions that change your world state here"  
  
  {:screen 1  
   :speed (update-speed state)  
   :level (update-level state)  
   :box-1-points (update-box-1-points state)  
   :box-2-points (update-box-2-points state)  
   :box-1-pos (:box-1-pos state)  
   :box-2-pos (:box-2-pos state)  
   :rocks (update-rocks state)  
   :hit-player (hit-player state)})
```

```
(defn update-rocks [state]  
  (move-rocks  
   (if (spawn-rocks? state)  
       (assoc state :rocks (new-rock state))  
       state)))  
  
(defn update-speed [state]  
  (+ 1 (* 0.1 (quot (max (:box-1-points state)  
                          (:box-2-points state)) 50)))))
```

# Shapes as First Class Objects

Thomas: like racket. Wanted to have shape object.  
collage style.

- Racket-style implementation of shapes
- Shapes are treated as objects, modified through functions
- Shapes hold their specifications for drawing
- Easy to redraw wherever needed
- Easier to understand conceptually for students

# Simple Shapes

Thomas: create shape template, then reuse when needed. Quil does it this way (ex)

- Quil shapes live in the draw function
- Quil shapes are functions to draw the shape

```
(defn draw-state [state]
  (q/background 100)
  (q/fill 0 255 0)
  (q/rect 300 300 100 200))
```

# Our Shapes

Thomas: We do it this way (ex). Uses draw function.

- Our shapes are defined once in setup and reused when needed
- Our shapes are drawn through the draw-shape (or ds) function

```
(def green-rectangle  
  (create-rect 100 200 :green))  
  
(defn draw-state [state]  
  (q/background 100)  
  (ds green-rectangle 300 300))
```



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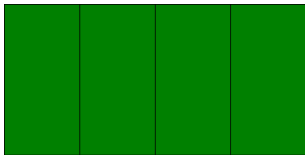
## Complex Shapes

Thomas: creating complex shapes. deconstructable.

- Complex shapes are a collection of simple shapes
- Each simple shape holds their individual offsets
- Methods are used to create complex shapes from simple ones

```
(def green-rects
  (beside green-rectangle
    green-rectangle
    green-rectangle
    green-rectangle))

(defn draw-state [state]
  (q/background 100)
  (ds green-rects 300 300))
```



## Above and Beside

Thomas: show above and beside (ex)

- Complex shapes are constructed through calling above or beside
- Can use reduce and map

```
(def green-scale-rects
  (above lime-green-rectangle
         light-green-rectangle
         green-rectangle
         dark-green-rectangle))

(defn draw-state [state]
  (q/background 100)
  (ds green-scale-rects 500 500))
```





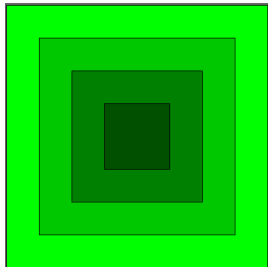
# Overlay

Ryan: show overlay

- Complex shapes are also constructed through overlay

```
(def green-hole
  (overlay dark-green-rectangle
           green-rectangle
           light-green-rectangle
           lime-green-rectangle))

(defn draw-state [state]
  (q/background 100)
  (ds green-hole 500 500))
```



# Align

Ryan: beside align overlay align etc. (ex)

- An align version of overlay, above, and beside exist

```
(def green-lean-right
  (above-align :right
    dark-green-rectangle
    green-rectangle
    light-green-rectangle
    lime-green-rectangle))

(defn draw-state [state]
  (q/background 255)
  (ds green-lean-right 500 500))
```



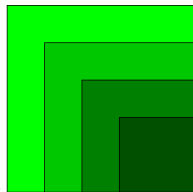
```
(def green-hill
  (beside-align :bottom
    dark-green-rectangle
    green-rectangle
    light-green-rectangle
    lime-green-rectangle))

(defn draw-state [state]
  (q/background 255)
  (ds green-hill 500 500))
```



```
(def green-align-bottom-right
  (overlay-align :bottom :right
    dark-green-rectangle
    green-rectangle
    light-green-rectangle
    lime-green-rectangle))

(defn draw-state [state]
  (q/background 255)
  (ds green-align-bottom-right 500 500))
```



## Rotation and Scaling

- You can modify the size and orientation of the shape

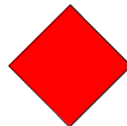
```
(rotate-shape red-square 45)
```



```
(scale-shape red-square 2 2)
```



```
(rotate-shape (scale-shape red-square 2 2) 45)
```



# Images

Thomas: images treated like shapes. Rotate, applying most of the functions.

- images can be rotated and scaled similar to shapes



```
(def cool-picture  
  (create-picture "/src/images/elena.png"))  
  
(scale-shape cool-picture 2 2)  
  
(defn draw-state [state]  
  (q/background 255)  
  (ds cool-picture 500 500))
```



Who we are and why we are here  
Wish-list for beginner-friendly library  
Clojure first-class shapes  
**Implementation**  
Future work

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Thomas: [Put Beach example here](#)

## Simple Shape Structure

Ryan: Explain how the shape structure is set up.

- As a data structure, simple shapes are hash's
- Shapes hold a variety of information within them

```
{:w w
 :h h
 :tw w
 :th h
 :dx 0
 :dy 0
 :angle 0
 :ds (fn [x y pict wid hei cs angle]
       (if (> (count colors) 0)
         (apply f-fill colors)
         (no-fill))
       (with-translation [x y]
         (with-rotation [(/ (* PI angle) 180)] (f-rect 0 0 wid hei)))
       (no-fill)))}
```

# Complex Shape Structure

Ryan: Explain the complex shape structure

- Complex shapes are vectors of shapes
- Each shape knows its position from the core of the shape
- This allows for a 'deconstructable' complex shape

Thomas: [explode example here](#)

# Draw-Shape Structure

Ryan: Explain how the draw-shape function works.

- Draw-shape calls the internal Quil draw function within the shape object
- Draw-shape also works on image objects

```
(rect-mode :center)
(image-mode :center)
(if (not (vector? shape))
    ((:ds shape) x y (:rp shape) (:w shape) (:h shape) (current-stroke) (:angle shape))
    (doall (map #((:ds %) (+ x (:dx %)) (+ y (:dy %)) (:rp %) (:w %) (:h %) (current-stroke) (:angle %)) shape)))))
```



## Future Work

- Fill out more functionality
  - Rotate more complex shapes
  - Pixel-detail Overlay and Overlay-Align
  - More seamless integration with Quil fun-mode
- Open Source the project **Elena: Done?**
- Integrate a Clojure sound library

## Acknowledgments

Elena: Need proper acknowledgments and logos; also probably thank Cognitect and other conj sponsors for providing an opportunity to talk Our research was sponsored by:



Howard Hughes  
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Thank you!  
Any questions?