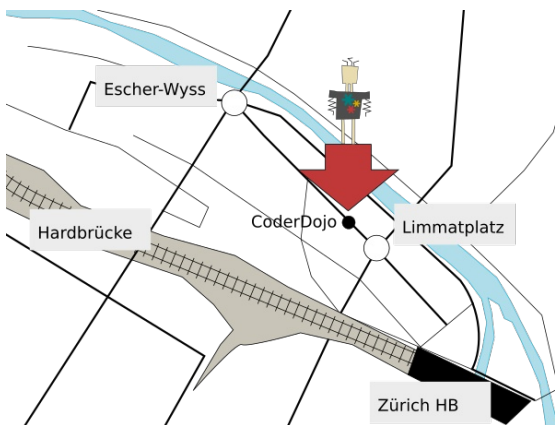


CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

Das CoderDojo fördert das selbständige Lernen durch Projektarbeit, die gegenseitige Hilfe und die Erstellung von innovativen Projekten.



Jeden Sonntag, 15:00 - 17:00 @ Liip

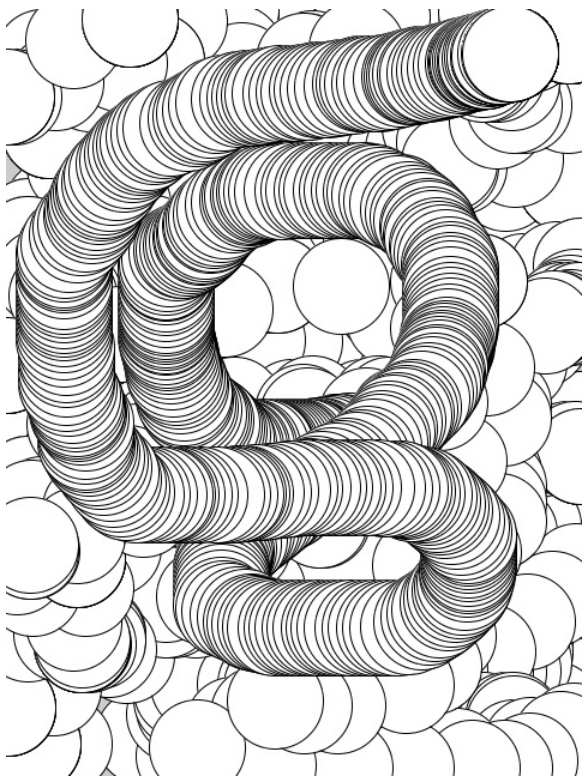
Limmatstrasse 183

8048 Zürich

<http://coderdojzh.github.io/>

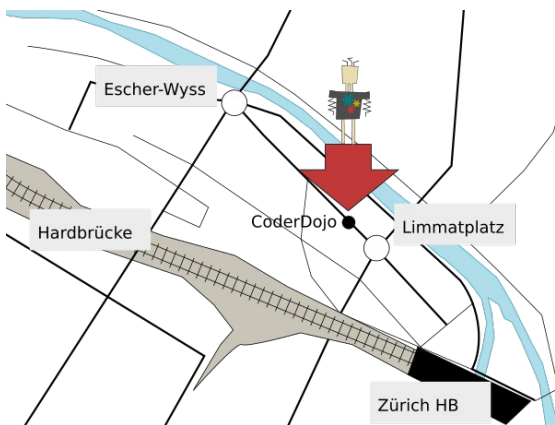
# Your first program

Write and run your first program.



CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

Das CoderDojo fördert das selbständige Lernen durch Projektarbeit, die gegenseitige Hilfe und die Erstellung von innovativen Projekten.



Jeden Sonntag, 15:00 - 17:00 @ Liip

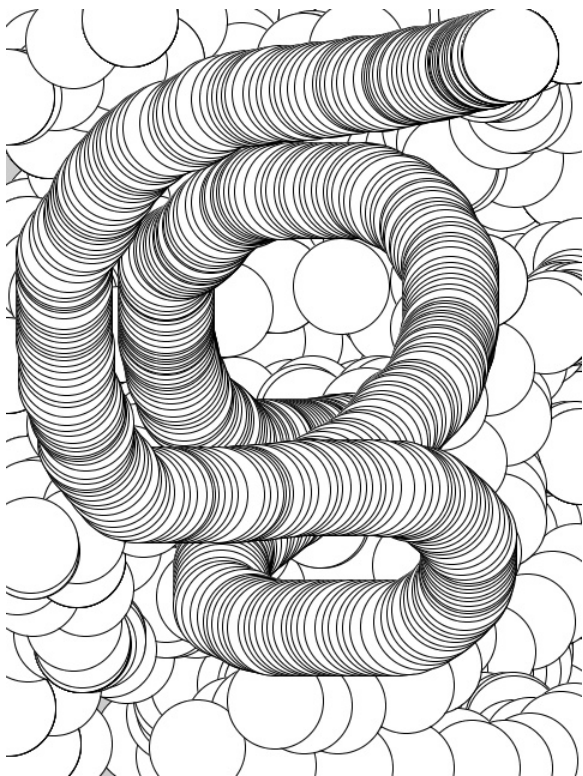
Limmatstrasse 183

8048 Zürich

<http://coderdojzh.github.io/>

# Your first program

Write and run your first program.



# Your first program



## The code

```
void setup() {  
  size(480, 120);  
}  
  
void draw() {  
  if (mousePressed) {  
    fill(0);  
  } else {  
    fill(255);  
  }  
  ellipse(mouseX, mouseY, 80, 80);  
}
```

## Try it out

Type the code above in Processing and then press the "Run" button.



You can move the mouse around and click on

## Explanation

This program creates a window that is 480 pixels wide and 120 pixels high, and then starts drawing white circles (ellipses...) at the position of the mouse.

When you move the mouse around, you will see circles filling the window.

When a mouse button is pressed, the circle color changes to black.

The program contains two functions:

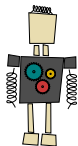
- `setup()` is called at the very beginning of the program;
- `draw()` is called very often and updates the drawing according to what happened.

Click on the “Stop” icon, to halt the sketch.



Creative Commons License CC-BY-SA,  
Coderdojo Zürich, Ale Rimoldi.

Based on Casey Reas and Ben Fry's work.



**CoderDojo  
Zürich**

# Your first program



## The code

```
void setup() {  
  size(480, 120);  
}  
  
void draw() {  
  if (mousePressed) {  
    fill(0);  
  } else {  
    fill(255);  
  }  
  ellipse(mouseX, mouseY, 80, 80);  
}
```

## Try it out

Type the code above in Processing and then press the "Run" button.



You can move the mouse around and click on

## Explanation

This program creates a window that is 480 pixels wide and 120 pixels high, and then starts drawing white circles (ellipses...) at the position of the mouse.

When you move the mouse around, you will see circles filling the window.

When a mouse button is pressed, the circle color changes to black.

The program contains two functions:

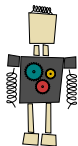
- `setup()` is called at the very beginning of the program;
- `draw()` is called very often and updates the drawing according to what happened.

Click on the “Stop” icon, to halt the sketch.



Creative Commons License CC-BY-SA,  
Coderdojo Zürich, Ale Rimoldi.

Based on Casey Reas and Ben Fry's work.



**CoderDojo  
Zürich**