MINISTERUL EDUCAȚIEI, CULTURII ȘI CERCETĂRII
AL REPUBLICII MOLDOVA
Universitatea Tehnică a Moldovei
Facultatea Calculatoare, Informatică şi Microelectronică
Departamentul Inginerie Software și Automatică

Cristian Brinza FAF-212

Report

Laboratory work n.2

of Computer Graphics

Checked by:
Olga Grosu, *university assistant*
DISA, FCIM, UTM

Chișinău – 2022

1. **The purpose of the laboratory work (formulated by the student according to the problem to be solved);**

   Learning and exercising the GC concepts, understanding and using them to create laboratories work which represents and simulates the use in the field.

2. **The condition / conditions of the problems:**

   Do some research by analysing the examples from “Learning processing” Daniel Shiffman: http://learningprocessing.com/examples/

   Make a sketch with moving 2d primitives function.

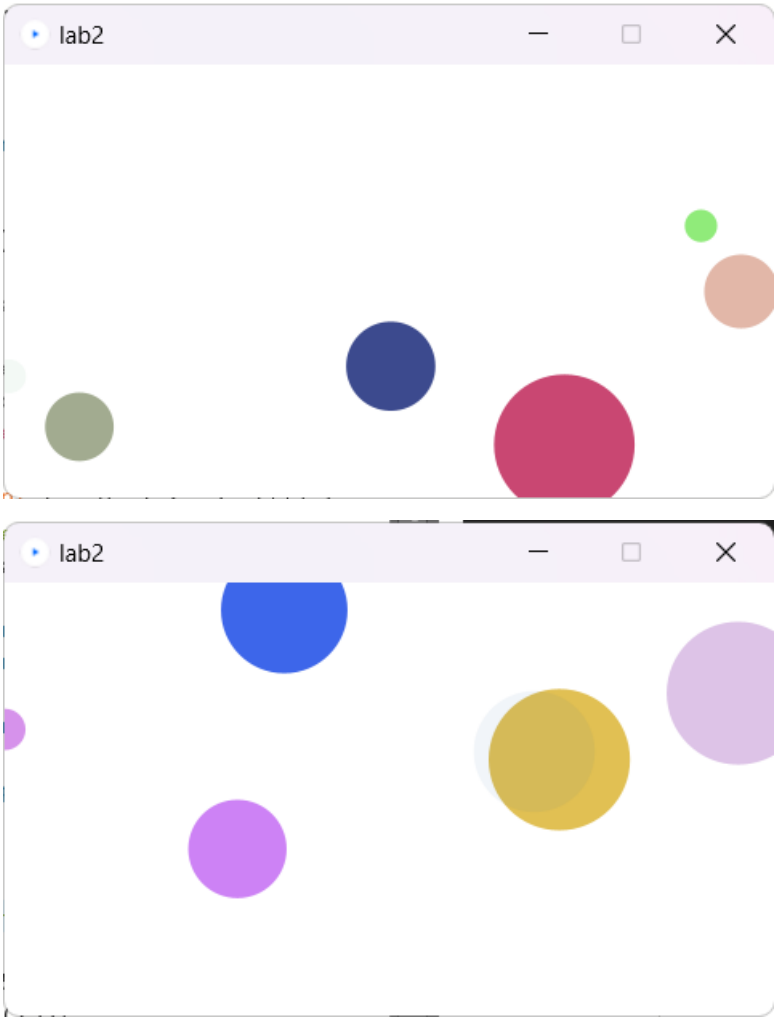
   Use: - Conditional and loop function
   - Make you own function and calling it in draw()

3. **The program code, having relevant comments in it:**

```
float r, b, g, a, diam, x, y;
int ss = 0;

void setup() {
  size(480, 270);
  background(255);
}

void draw() { // Draw stuff

  // Use values to draw an ellipse

  // If the mouse is on the window is equivalent to
  // "if mouseX is greater than 0"
  if (mouseX > 20 && mouseY > 20 && mouseX < width - 20 && mouseY < height - 20 &&
ss == 0) {

    for (int t = 0; t <= 5; t++) {

      // Each time through draw(), new random
      // numbers are picked for a new ellipse.
      r = random(255);
      g = random(255);
      b = random(255);
      a = random(255);
      diam = random(90);
      //make sure there's no circles smaller than the next set diameter
      while (diam <= 20) {
        diam++;
      }
```

```
      x = random(width);
      y = random(height);

      noStroke();
      fill(r, g, b, a);
      ellipse(x, y, diam, diam);
      ss = 1;
    }

  } else if (mouseX < 20 || mouseY < 20 || mouseX > width - 20 || mouseY > height -
20 ) {

    fill(255);
    stroke(255);
    rect(0, 0, width, height);
    ss = 0;

  }

}
```

4. **Screen printing of program execution;**



5. **The student's conclusions regarding the content of the laboratory work with personal reflections on what was achieved; difficulties encountered and how he/she got over them (if he/she got over them). Where did he find the answer? (specify the links to sources that help you to get the answer).**

The laboratory work had a big impact in the quality of my development as a future Software Engineer in Computer Graphics. I enjoyed the process, developed my creativity and codding skills, understood better the IDE and the code functionality.

Biography:

http://learningprocessing.com/examples/

https://codebeautify.org/javaviewer

https://else.fcim.utm.md/course/view.php?id=573