

Processing Session 1 Game Design Teacher Outline

Goals

- Introduce the processing environment
 - Comments
 - Data types
 - Creating variables
 - Updating variables
 - shorthand for updating (-, ++, --, +=, /=, *=)
-

Comments

Comments allow you to make notes to yourself. The computer doesn't actually read what gets commented out. You can even "comment out" chunks of code to see what happens.

A multiline comment has two sets of slashes and asterisks.

```
/*this  
is a  
multiline comment*/
```

A single line comment has two slashes.

```
//this is a single line comment
```

Data Types

Name of Data Type	How It's Written	Information It Holds
integer	int	2
float	float	2.0
string	string	"string"
color	color	(255, 200, 100)

The color data type is built into Processing. Other languages do not have this.

Creating Variables

To create a variable, **four things** are needed:

- data type
 - name
 - assignment symbol (operator)
 - information to store (of the right type)
-

Here are examples:

```
int age = 12;
```

```
float inchesToFinishLine = 4.5;
```

```
string name = "Luc"
```

```
color red = color(255, 0, 0);
```

Updating Variables

Updating a variable takes three things:

- Name of the variable
- Update symbol (operator)
- Information to update variable with (can be a combination of values, operators, and other variables)

Here are examples:

```
age = age + 5; which is the same as age += 5;
```

```
float = 5.5; which is the same as inchesToFinishLine = inchesToFinishLine + 1;
```

List of Operators:

Name of Operation	Symbol	Example	Short Way to Do It
Addition	+	age = age + 5	age += 5
Subtraction	-	age = age - 5	age -= 5
Multiplication	*	age = age * 5	age *= 5
Division	/	age = age / 5	age /= 5
Assignment	=	age = 5;	NONE
