PSUEDOCODE FOR PROJECT 1: DRAWING PROGRAM

declare global variables

* Buttons for all the color swatches. Only consider basic colors.

Buttons are rectangular

* Color Booleans - which color button is pressed. Toggle in functionality.
* Shape Booleans - which shape button is pressed. Toggle in functionality. (cross, square, circle)
* Declare variables for stroke, opacity

setup

* set window size to 600 x 600
* set canvas size to 70% of window width, and 100% window height
* set palette size to 30% of window width, and 100% window height
* assign default color of the brush to black
* assign default shape of the brush to ellipse
* stroke = 10px;
* opacity = 100%;

draw

* determine the current position of the mouse, then check if the mouse pointer is on a specific button

keyPressed

* if right arrow is pressed increased opacity by 10%
* if left arrow is pressed decreased opacity by 10%
* if up arrow is pressed increase brush shape by 10px in w x h
* if down arrow is pressed decrease brush shape by 10px in w x h
* min 10%, max 100%
* min 10px, max 100px
* if C is pressed, reset the canvas

mousePressed

* toggle color, shape of the brush depending on which button is pressed