



attendance code:
4025

Intro to Processing + Agile Techniques

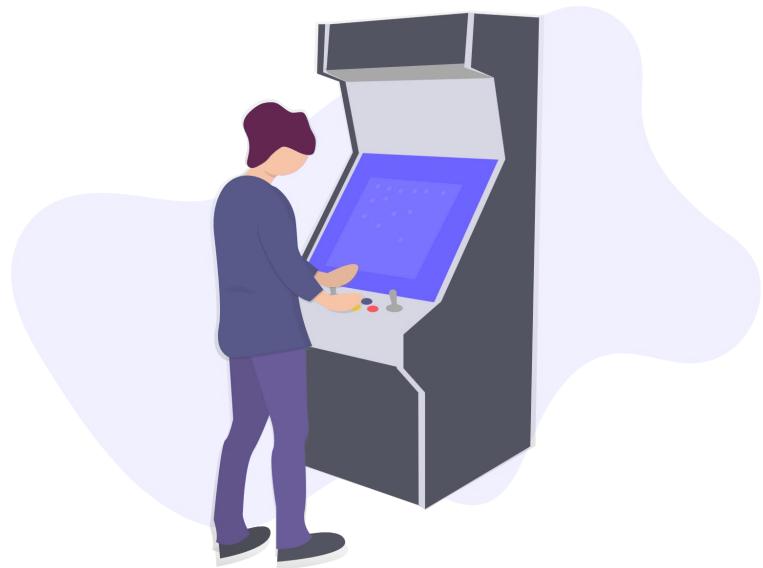
Workshop 2

Ruzanna Chitchyan, Jon Bird, Pete Bennett
TAs: Mitch Lui, Craig Barnfield, Kira Clements, Ollie Myers

Week	Date	Lecture Monday 11:00-12:00 <i>PHYS BLDG G44 FRANK</i>	Workshop Monday 13:00-15:00 <i>MVB 2.11 PC</i>	Groupwork
1	23/01/22	Introduction and Process [slides] [materials]	Teams, Waterfall Method and Project Brief [slides] [case study] [project brief]	Research games, create list on team repo. Install Processing
2	30/01/22	Agile Software Development [slides]	Intro to Processing, Agile Techniques	Decide on two game ideas
3	06/02/22	Requirements Engineering	Paper Prototyping, Requirements, Ideas Clinic	Collect requirements. Decide on final idea
4	13/02/22	Object Orientated Design	Classes Activity	Add requirements section to report
5	20/02/22	Implementation	Case Study, Spring Prep, Continuous Integration	Develop a working prototype over reading week!
6	28/02/22	READING WEEK	GAMES JAM	
7	06/03/22	Project Management	IN CLASS TEST (assessing lectures 1-4)	Define team roles
8	13/03/22	HCI - Qualitative	HCI Qualitative Task	Add qualitative assessment (of your choice) to report
9	20/03/22	HCI - Quantitative	HCI Quantitative Task	Add quantitative assessment (of your choice) to report
	27/03/22	EASTER week 1	SPRINT 1	
	03/04/22	EASTER week 2	SPRINT 2	
	10/04/22	EASTER week 3	SPRINT 3	
10	17/04/22	Software Engineering Extended	IN CLASS TEST (assessing lectures 5-9)	Develop Game
11	24/04/22	Coursework Feedback		Finish Report
12	01/05/22	Bank Holiday Monday (no class)	Demo Day Weds/Thurs (tbc)	Submit Report

Coursework

- Any questions about the coursework brief?
- Have you made contact with everyone in your team? Let us know now if not!
- Have you made a commit on your repo using Mitch's git introduction from Software Tools?
 - Team Photo
 - List of games (inspiration and ideas)



Today's Workshop

- Introduction to Processing (15mins)
- Develop an app (~ 80 mins)
 - Practice Pair Programming
 - Practice Kanban board use
- Try some (very light) evaluation (15mins)



Simple Paint

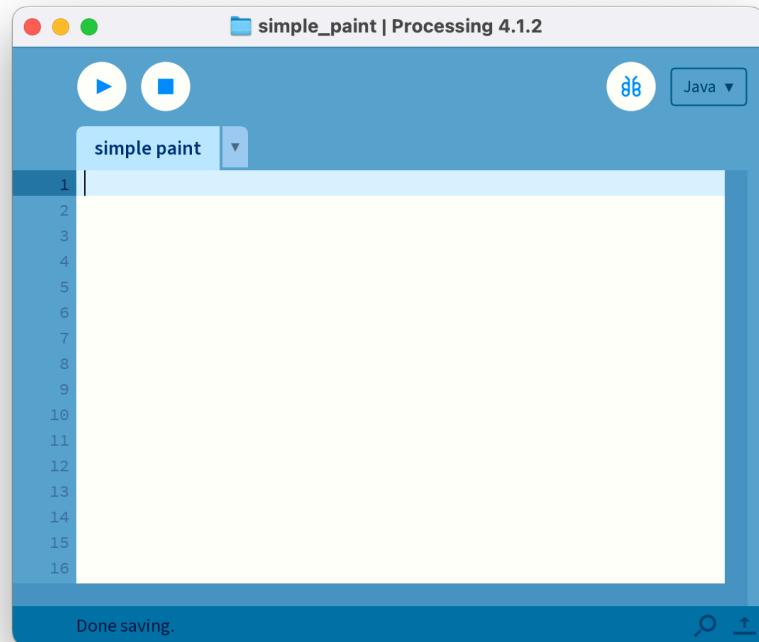
- Today you are going to develop in pairs a **simple drawing tool** in Processing.
- Inspired by the classic Microsoft Paint, but... this is only a starting point, you will be adding any features you like.
- You will be swapping your paint app with another pair at the end to draw a **portrait**
- *...keep this use in mind before going off and making an abstract generative geometric paint program!*



[image](#)

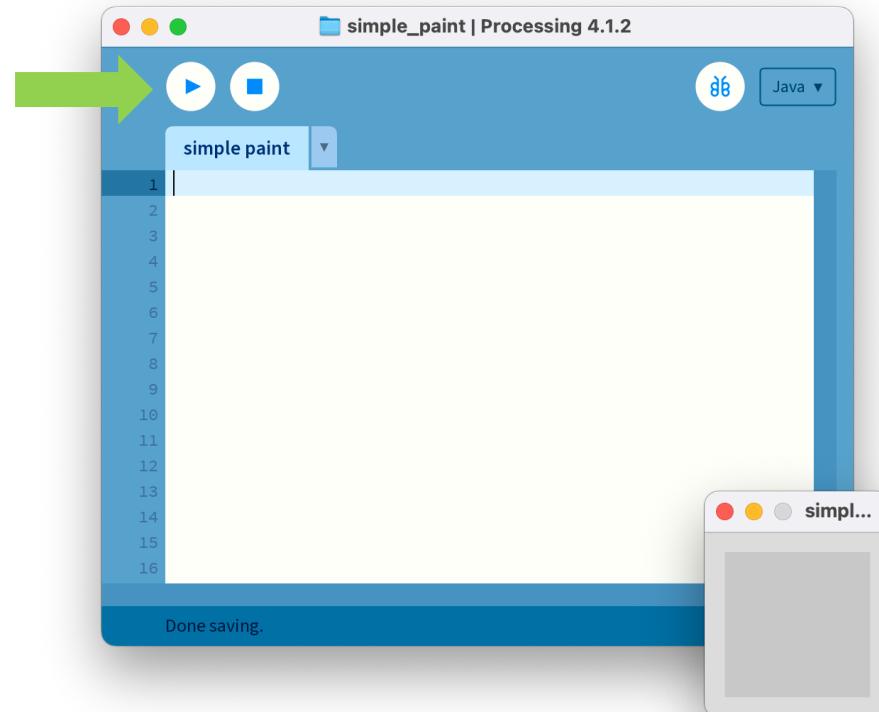
Live Demo

- Follow along with this quick demo.
- This will start you all off with a very bare bones Minimum Viable Product (MVP)
- If you miss anything, the steps I'll show you now are in the following slides.



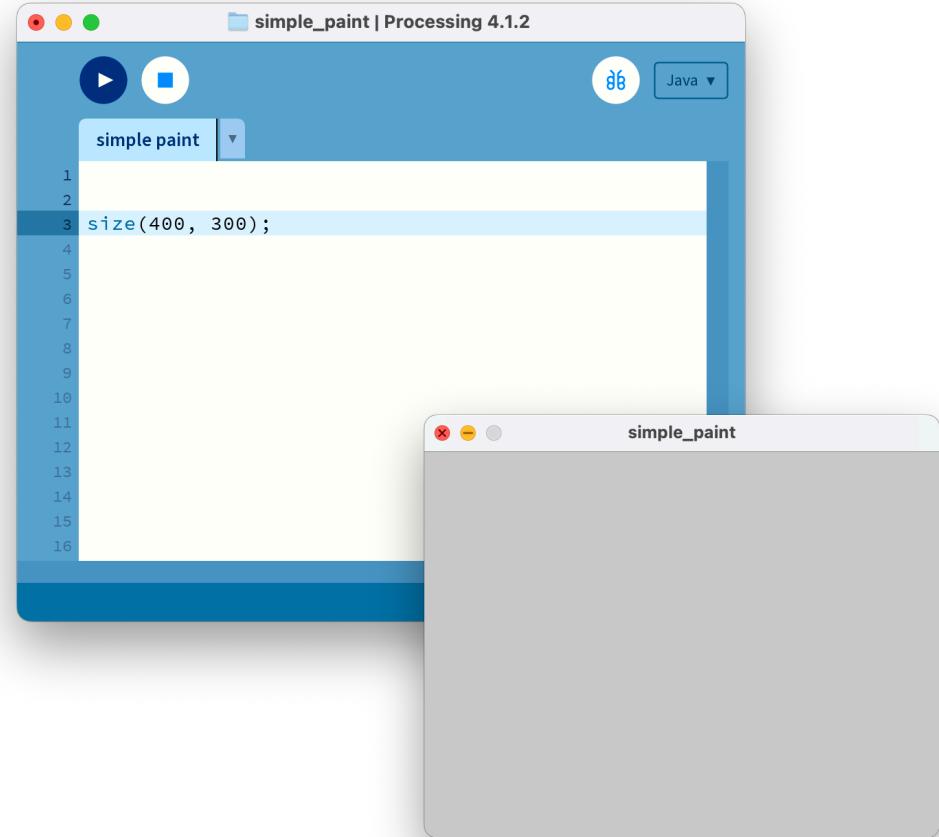
Run + Stop

- Use the start and stop buttons to start and stop your sketch from running.
- If you run an empty sketch, it will still work!



Canvas Size

- First task is to make the canvas a bit larger with the size function:
 - `size(width, height);`
 - `size(400, 300);`
- the size is set in pixels
- Don't forget the semi-colon



The image shows the Processing 4.1.2 software interface. The main window title is "simple_paint | Processing 4.1.2". The code editor window has a blue header bar with a play button, a stop button, and a "Java" dropdown menu. The code itself is titled "simple paint" and contains the following lines:

```
1
2
3 size(400, 300);
4
5
6
7
8
9
10
11
12
13
14
15
16
```

To the right of the code editor is a preview window titled "simple_paint" which displays a blank gray canvas.

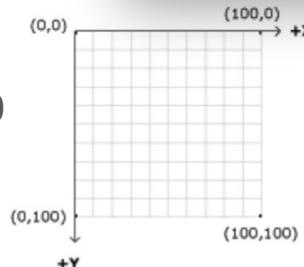
Draw a Circle

- Now draw a circle using the ellipse function that takes four arguments:
 - `ellipse(x, y, width, height);`
 - `ellipse(200, 150, 20, 20);`
- To draw a rectangle use:
 - `rect(x, y, width, height);`
- Coordinate system: **top left is 0, 0**

The screenshot shows the Processing 4.1.2 IDE interface. The top bar displays the title "simple_paint | Processing 4.1.2". The main area contains the following Java code:

```
1
2
3 size(400, 300);
4
5 ellipse(200, 150, 20, 20);
6
7
8
9
10
11
12
13
14
15
16
```

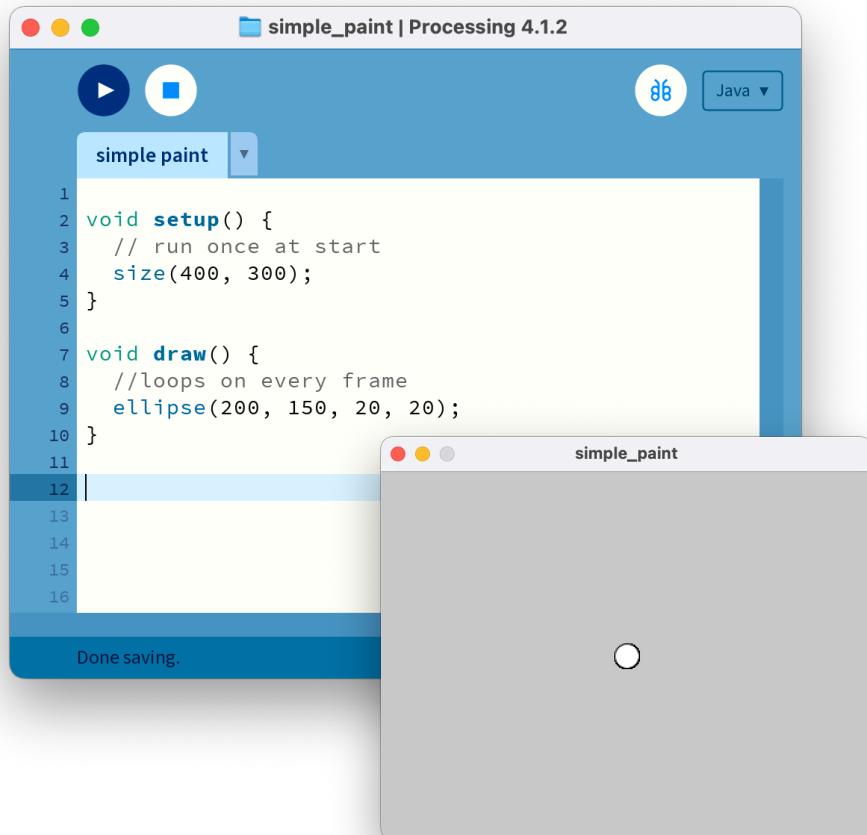
The preview window below shows a gray canvas with a single white circle centered at approximately (200, 150).



setup & draw

- The last sketch ran through only once then stops. This can work for some non-interactive applications, but we want to be able to animate! So we need to use **setup** and **draw** functions:
- ```
void setup() {
 // runs once at the start
}

void draw() {
 // runs every frame in a loop
}
```



# mouseX & mouseY

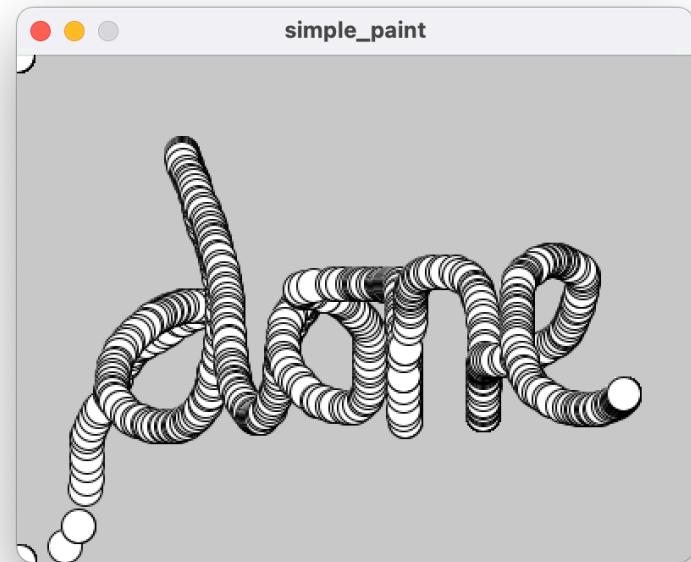
- Processing has some handy global variables predefined that you can access
  - **mouseX** returns the current mouse x pos
  - **mouseY** returns the current mouse y pos
- The IDE highlights the variable pink to show that it's a predefined variable.
- Other useful ones include **width**, **height** of the sketch window. And previous mouse positions **pmouseX** and **pmouseY**.

```
1
2 void setup() {
3 // run once at start
4 size(400, 300);
5 }
6
7 void draw() {
8 //loops on every frame
9 ellipse(mouseX, mouseY, 20, 20);
10}
11
12
13
14
15
16
```

Done saving.

# MVP achieved!

- You all now have the starting point of a very basic paint program.
  - Try painting the person next to you.
- Your job for the remainder of the workshop is to work in pairs using pair programming and a kanban board to improve on this.
- You will be testing your creation out on another person (with no instructions!) to make a short life drawing portrait at the end of the workshop. But... here are some starting points:



# Changing Colour

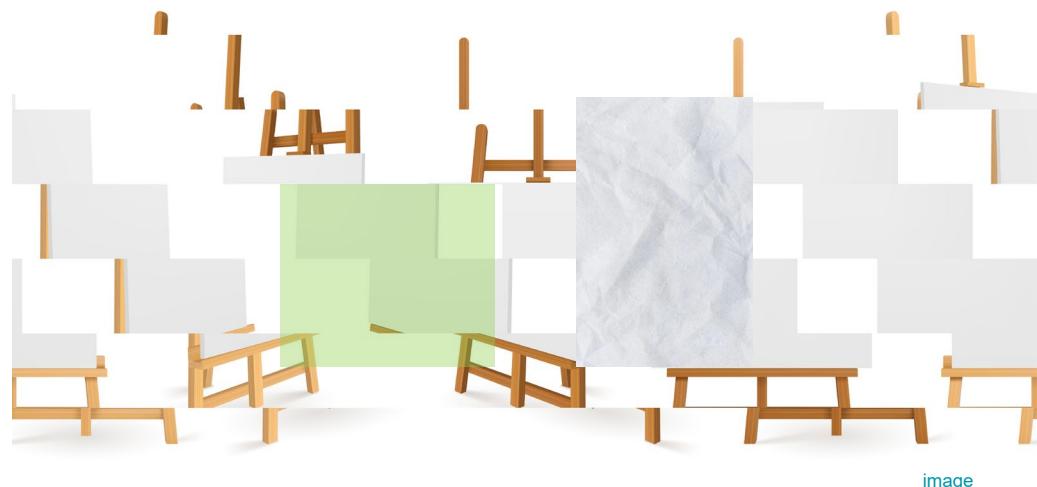
- Colours values are between 0-255
- ***fill(red, green blue)***
  - Changes the fill colour for the next drawing command.
- ***stroke(red, green, blue)***
  - Change the colour for the outline of the next shape



[image](#)

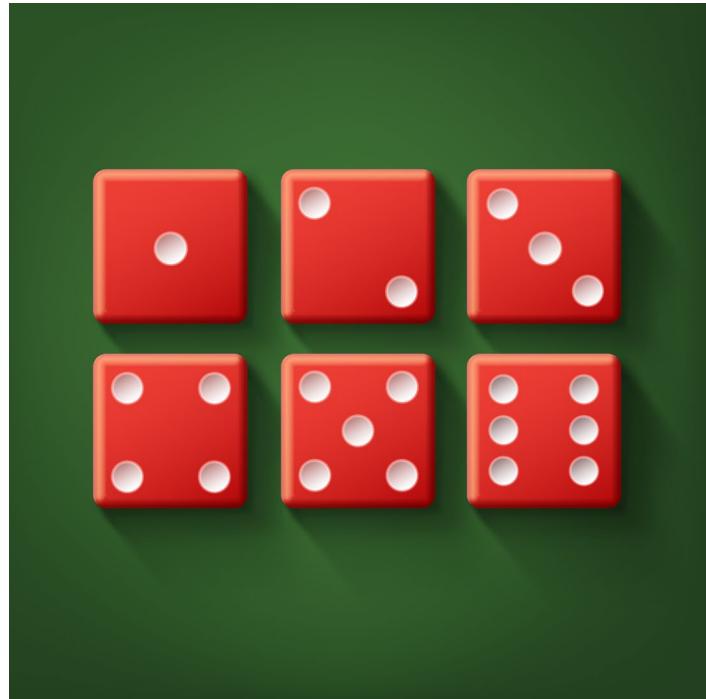
# Canvas / Background

- Change the background colour of the sketch by calling [background\(r,g,b\)](#)
- Try loading an image as a background using [image\(\)](#) ... note, do this in setup, rather than the draw loop!
- Explore using paper, canvas textures, a sketchbook or use a photograph (say of sky + clouds for a cloud drawing app)



# Random

- Try randomising some elements with:  
`random(max)`  
`random(min, max)`
- For instance filling a shape with a random colour:
  - `fill(random(255, random(255),  
random(255));`

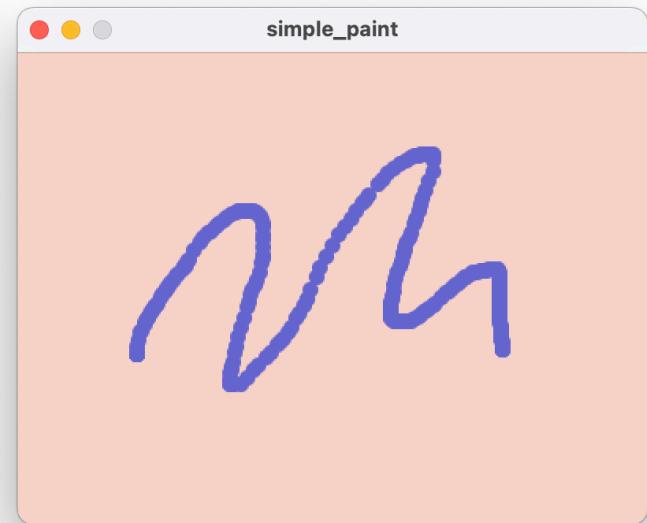


[Image](#)

simple\_paint | Processing 4.1.2

simple paint

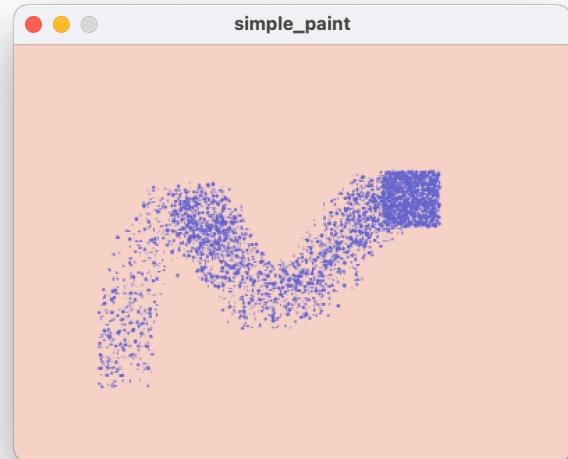
```
1 void setup() {
2 // run once at start
3 size(400, 300);
4 background(240, 210, 200); // light pink
5 }
6
7 void draw() {
8 //loops on every frame
9 if (mousePressed) {
10 noStroke();
11 fill(100, 100, 200); // light blue
12 ellipse(mouseX, mouseY, 10, 10);
13 }
14 }
15
16
17
18 }
```



simple\_paint | Processing 4.1.2

simple paint

```
1
2 void setup() {
3 // run once at start
4 size(400, 300);
5 background(240, 210, 200); // light pink
6 }
7
8 void draw() {
9 //loops on every frame
10 if (mousePressed) {
11 noStroke();
12 fill(100, 100, 200); // light blue
13 for (int n = 0; n < 10; n++) {
14 ellipse(mouseX+random(-20, 20), mouseY+random(-20, 20), random(3), random(3));
15 }
16 }
17 }
18
19 }
```



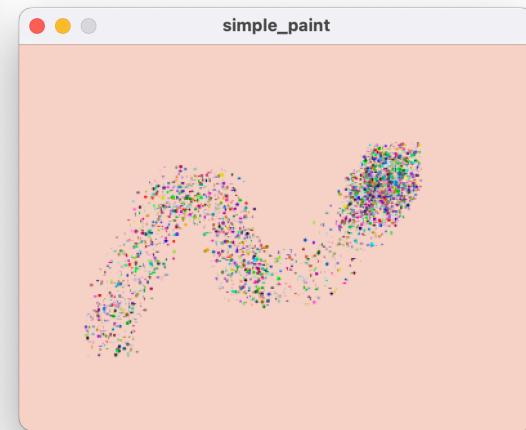
**Spraypaint** – could be better, perhaps use **cos()** and **sin()** to create a circular area rather than a square?

simple\_paint | Processing 4.1.2

simple paint

```
1 void setup() {
2 // run once at start
3 size(400, 300);
4 background(240, 210, 200); // light pink
5 }
6
7 void draw() {
8 //loops on every frame
9 if (mousePressed) {
10 noStroke();
11 for (int n = 0; n < 10; n++) {
12 fill(random(250), random(250), random(250)); // RANDOM COLOUR DROPS
13 ellipse(mouseX+random(-20, 20), mouseY+random(-20, 20), random(3), random(3));
14 }
15 }
16 }
17
18 }
```

Done saving.

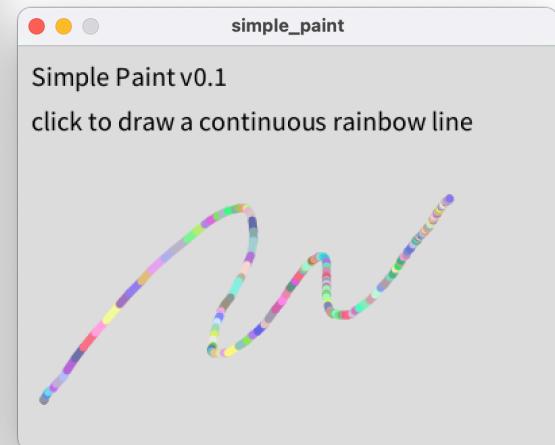


**Spraypaint** – move the **fill()** command and change the colour for every drop? Try passing two arguments to **random(min, max)** for a more realistic palette

simple\_paint | Processing 4.1.2

simple paint

```
1
2 void setup() {
3 // run once at start
4 size(400, 300);
5 background(220); // light grey (single argument is greyscale)
6 textSize(20);
7 fill(0); // black
8 text("Simple Paint v0.1 \nclick to draw a continuous rainbow line", 10, 30);
9 }
10
11 void draw() {
12 //loops on every frame
13 if (mousePressed) {
14 strokeWeight(6);
15 stroke(random(100, 255), random(100, 255), random(100, 255));
16 line(pmouseX, pmouseY, mouseX, mouseY);
17 }
18 }
19
20
21 }
```



**Documentation + Commenting** - make sure that a new user can work out how to use your app, and please remember to use comments, either // or /\*multiline\*/ so that your code is legible

# Challenges

These are potential challenges that you could start to fill your Kanban board up with:

- Add a way to change brush colour
- Change the brush size
- Add key commands `keyPressed()`
- Save an image with `save("example.jpg")`
- Multiple brush types, select with a key
- Use an `image()` as a brush, rotate randomly to vary the stroke
- Add an eraser. Can this be on right click?
- Add a way to reset/clear the whole canvas
- Auto-scribbler, automatically nudge the pen around the drawing position
- Symmetry – draw a second point on the opposite side of the canvas

- Create smooth lines by drawing between last and current mouse position:  
`line(pmouseX, pmouseY, mouseX, mouseY)`
- Add opacity to your brush by passing a fourth parameter (0 = transparent, 255 = opaque):  
`fill(red, green, blue, alpha)`
- Create lined or grid paper using a for loop.
- Change the `strokeWeight()` of your line based on the speed of mouse movement. Use pmouseX and pmouseY along with mouseX and mouseY to determine the distance moved
- **NOTE:** please add **documentation** – someone's going to be using your system without you being able to explain it. Use `println()` to send text to console or even better `text()` to write to screen.

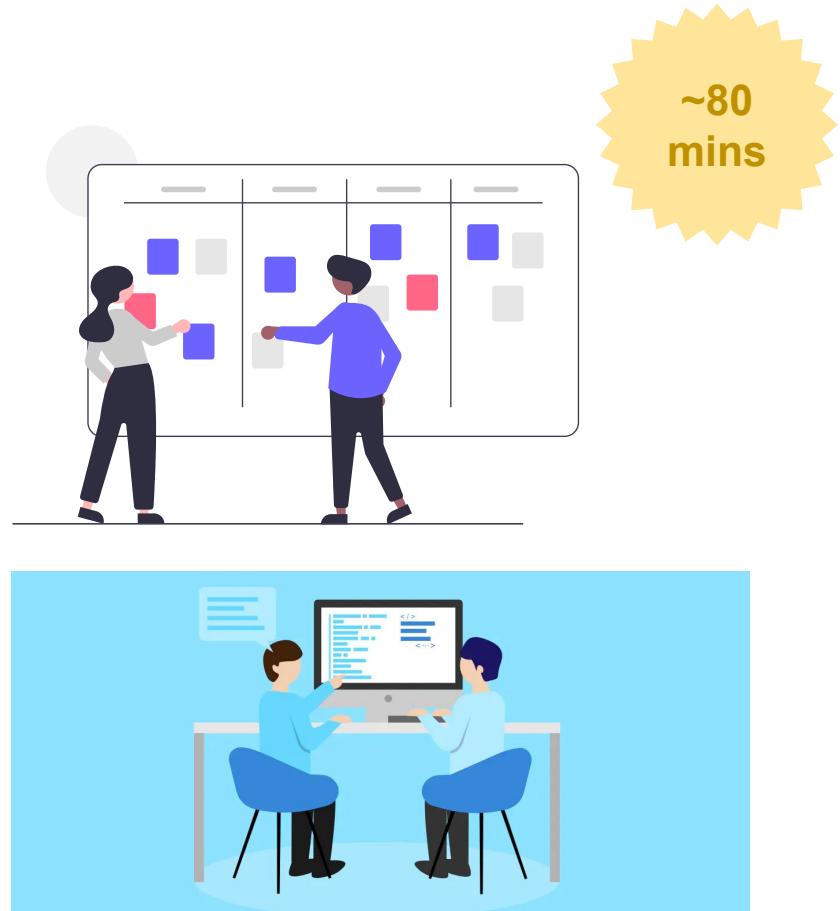
# Going Further

- Many more functions documented in the Processing Reference:
  - <https://processing.org/reference>
- Look through the reference and see what functions could be interesting to try out
- More info on the Processing environment here:
  - <https://processing.org/environment/>

|                 |                                                                                                                          |
|-----------------|--------------------------------------------------------------------------------------------------------------------------|
| mouseButton     | Shows which mouse button is pressed                                                                                      |
| mouseClicked()  | Called once after a mouse button has been pressed and then released                                                      |
| mouseDragged()  | Called once every time the mouse moves and a mouse button is pressed                                                     |
| mouseMoved()    | Called every time the mouse moves and a mouse button is not pressed                                                      |
| mousePressed    | Variable storing if a mouse button is pressed                                                                            |
| mousePressed()  | Called once after every time a mouse button is pressed                                                                   |
| mouseReleased() | Called every time a mouse button is released                                                                             |
| mouseWheel()    | The code within the <code>mouseWheel()</code> event function is run when the mouse wheel is moved                        |
| mouseX          | The system variable that always contains the current horizontal coordinate of the mouse                                  |
| mouseY          | The system variable that always contains the current vertical coordinate of the mouse                                    |
| pmouseX         | The system variable that always contains the horizontal position of the mouse in the frame previous to the current frame |
| pmouseY         | The system variable that always contains the vertical position of the mouse in the frame previous to the current frame   |

# Pair Programming + Kanban

- Partner up. Swap roles regularly.
- Use a Kanban board to plan and track which features you will be working on.
  - *Not Started -> In Progress -> Done*
- Start simple! Keep features small.
- Consider including a ‘shelved’ or ‘parked’ column to put features in that aren’t working out (given 90min timescale).  
Don’t get stuck!



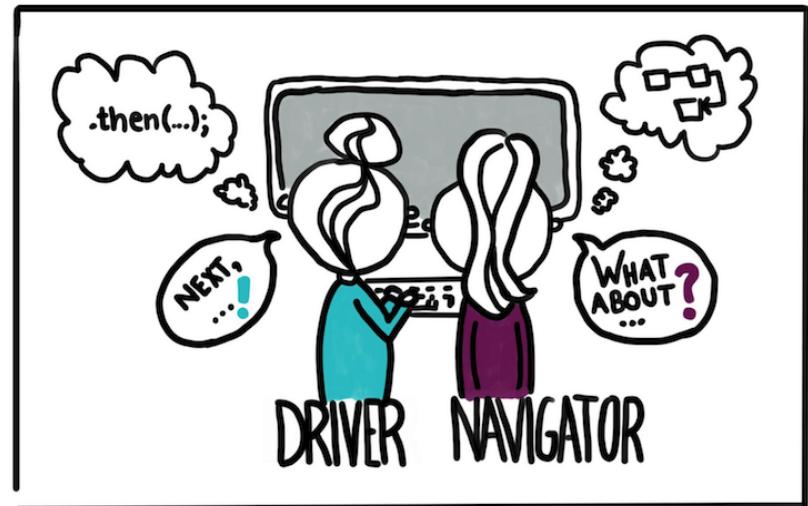
# Pair Programming Roles

## Driver (Helm)

- The person typing
- Focused on the short-term goal
- Places longer-term goals on backburner
- Talks through what they are doing

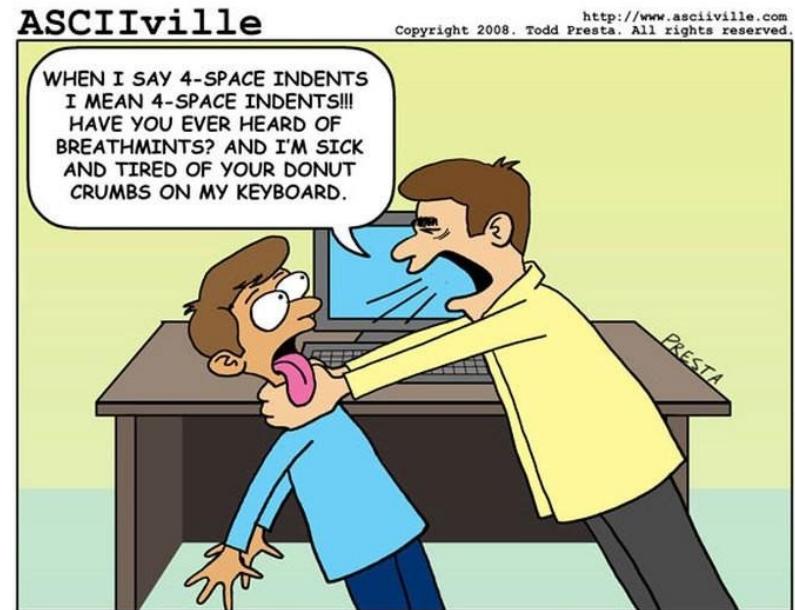
## Navigator (Tactician)

- Observes the driver's work
- Reviews code in real-time
- Notes suggestions
- Scans horizon for longer-term issues



# Pair Programming Tips

- **Distractions.** Don't check your phone/mail. Stay focused. Build in more individual time if you need it.
- **Micro-management.** Stick to higher level comments, and avoid saying things such as "now type..."
- **Impatience.** Don't jump right in when the driver makes a typo. They may have seen it and just haven't gone back to correct. Avoid breaking their flow.
- **Keyboard hogging.** Make sure to stick to a rotation schedule and avoid sticking to one role.



The dark side of pair programming.

15  
mins

# User Testing

- Find another pair and swap over.
- **Without any instruction**, use their paint app to draw a portrait of your pair programming partner (take turns)
- Show the creators of the app how you used it, and your artistic results!
- What worked? What didn't? Did you enjoy it? What would you improve? What was similar with your own? How was the resulting portrait?



[image](#)

| <b>Week</b> | <b>Date</b> | <b>Lecture</b><br>Monday 11:00-12:00<br><i>PHYS BLDG G44 FRANK</i>            | <b>Workshop</b><br>Monday 13:00-15:00<br><i>MVB 2.11 PC</i>                                                                     | <b>Groupwork</b>                                             |
|-------------|-------------|-------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------|
| 1           | 23/01/22    | Introduction and Process <a href="#">[slides]</a> <a href="#">[materials]</a> | Teams, Waterfall Method and Project Brief <a href="#">[slides]</a> <a href="#">[case study]</a> <a href="#">[project brief]</a> | Research games, create list on team repo. Install Processing |
| 2           | 30/01/22    | Agile Software Development <a href="#">[slides]</a>                           | Intro to Processing, Agile Techniques                                                                                           | Decide on two game ideas                                     |
| 3           | 06/02/22    | Requirements Engineering                                                      | Paper Prototyping, Requirements, Ideas Clinic                                                                                   | Collect requirements. Decide on final idea                   |
| 4           | 13/02/22    | Object Orientated Design                                                      | Classes Activity                                                                                                                | Add requirements section to report                           |
| 5           | 20/02/22    | Implementation                                                                | Case Study, Spring Prep, Continuous Integration                                                                                 | Develop a working prototype over reading week!               |
| 6           | 28/02/22    | READING WEEK                                                                  | GAMES JAM                                                                                                                       |                                                              |
| 7           | 06/03/22    | Project Management                                                            | IN CLASS TEST (assessing lectures 1-4)                                                                                          | Define team roles                                            |
| 8           | 13/03/22    | HCI - Qualitative                                                             | HCI Qualitative Task                                                                                                            | Add qualitative assessment (of your choice) to report        |
| 9           | 20/03/22    | HCI - Quantitative                                                            | HCI Quantitative Task                                                                                                           | Add quantitative assessment (of your choice) to report       |
|             | 27/03/22    | EASTER week 1                                                                 | SPRINT 1                                                                                                                        |                                                              |
|             | 03/04/22    | EASTER week 2                                                                 | SPRINT 2                                                                                                                        |                                                              |
|             | 10/04/22    | EASTER week 3                                                                 | SPRINT 3                                                                                                                        |                                                              |
| 10          | 17/04/22    | Software Engineering Extended                                                 | IN CLASS TEST (assessing lectures 5-9)                                                                                          | Develop Game                                                 |
| 11          | 24/04/22    | Coursework Feedback                                                           |                                                                                                                                 | Finish Report                                                |
| 12          | 01/05/22    | Bank Holiday Monday (no class)                                                | Demo Day Weds/Thurs (tbc)                                                                                                       | Submit Report                                                |

# homework / groupwork

- Make sure you can make a commit. Then take and upload a team photo!
- Decide on **TWO IDEAS** to bring along to next weeks workshop.
- **Add these two ideas to your repo!** One paragraph each. Images welcome!

