Firstly, using the Shape function, I drew the landscapes by geometric figure. Then I drew a white rectangle that covered the down half of the canvas to show the skyline. After that, I used for loop to draw several paralleled lines to represent the water. It’s interesting to point out that the color of the sky and the water is the same, yet the water looked a bit lighter with white lines. Next, I would like to draw the reflection. I wanted it to be a little transparent cover upon the water, so I put the codes of the reflection under the water’s code. Yet, it turned out to have a stroke around the reflection, which I didn’t want. I added a noStroke code before the reflection codes, but the strokes are still there. Therefore, I assumed that the stroke had something to do with the water codes. By adding push and pop before and after the water code, I made it to draw transparent reflection over water without strokes. After drawing the scenery, I thought adding some interaction could be cool, so I drew a sun which position could be controlled by mouse position. When the sun is going up and down, it came to me the “sky” should be brighter or darker. Thus, I added a rectangle over the whole scenery whose alpha was changed according to the mouseY.

Reflection

1. Did you prefer exploratory programming, or using the reference? Why? Could you imagine a situation where you would use the other technique?

I preferred using the reference. It can directly show me the syntax and varies outcomes I can achieve by using the same function. I would use exploratory programming when the function I haven’t know yet has similarities with what I have known. For example, if I already know the function “noStroke” and want to draw a shape without fill, then I might try to type “noFill” and see what will happen.

1. In which ways (if any) was drawing on a piece of paper (as we did in our exercise) easier than writing the program?

Items’ relative positions are easier to control on paper. I can decide the position by pointing my pen, while If I write the program, I need to calculate the position. Also, it’s faster to draw on paper if I only want a simple, not accurate draft.

1. In which ways (if any) is writing the program easier than drawing on the piece of paper?

If I want a perfect circle or other perfect shape, it’s easier to write the program. Also, when I want to draw something repeatedly, like the lines of water, programming is easier.