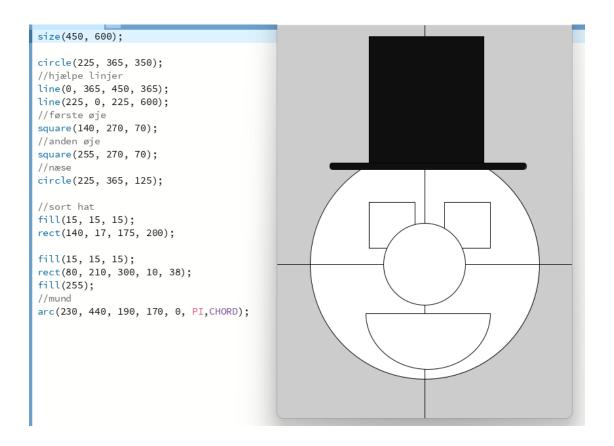
Sekventiel procedural-pogrammering

Opg 5.1



Hvad sker der hvis vi bytter rækkefølge?

```
1 size(450, 600);

2

3 //hjælpe linjer
4 line(0, 365, 450, 365);
5 line(225, 0, 225, 600);
6 //første øje
7 square(140, 270, 70);
8 //anden øje
9 square(255, 270, 70);
10 //næse
11 circle(225, 365, 125);
12
13 //sort hat
14 fill(15, 15, 15);
15 rect(140, 17, 175, 200);
16
17 fill(15, 15, 15);
18 rect(80, 210, 300, 10, 38);
19 fill(255);
10 //mund
11 arc(230, 440, 190, 170, 0, PI,CHORD);
12 //ansigt
15 circle(225, 365, 350);
16
```

Når man gør det vil ansigtet dække over alt andet.

Opg 5.2



Opg 5.3

```
void setup(){
 2
     size(450, 600);
3
     }
4 void draw(){
5
     hat();
6
     }
7
8 void draw(){
     eyes();
10
     }
11
12 void draw(){
     mouth();
13
14
     }
15
16
   void draw(){
17
     face();
18
     }
19
20 void draw(){
21
     nose();
22
     }
23
24 void face(){
25 //ansigt
26 circle(225, 365, 350);
27 //hjælpe linjer
28 line(0, 365, 450, 365);
29 line(225, 0, 225, 600);
30 }
31
```

```
32
   void eyes(){
33
   //første øje
34 square(140, 270, 70);
35 //anden øje
36
   square(255, 270, 70);
37
38
   }
39
40 void nose(){
41 //næse
   circle(225, 365, 125);
42
43
44
45
   void hat(){
46 //sort hat
47
   fill(15, 15, 15);
48
   rect(140, 17, 175, 200);
49
50
   fill(15, 15, 15);
51 rect(80, 210, 300, 10, 38);
52
   fill(255);
53
54
   }
55
56 void mouth(){
57
   //mund
58 arc(230, 440, 190, 170, 0, PI,CHORD);
59 }
53
```

Opg 5.4

```
float x, y;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      - 🗆 X
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 H_jhat_opg_5_2
                                        void setup(){
                                              size(900, 600);
                                            void draw(){
face(225, 365);
    11
12
13
14
                                                face(665, 365);
                                                  hat();
                                                  eyes();
                                              mouth();
      15
16
                                                  nose();
                                                helplines();
  hetplines();

representation of the property o
                                                               line(0, height/2, width, height/2);
line(0, height/2, width, l

//lodret

line(width/2, 0, width/2,

line(width/2, 0, width/2,

void face(float x, float y){

//ansigt

circle(x, y, 350);

land
                                                                 line(width/2, 0, width/2, height);
```

Opg 5.5

