

Sekventiel procedural- programming

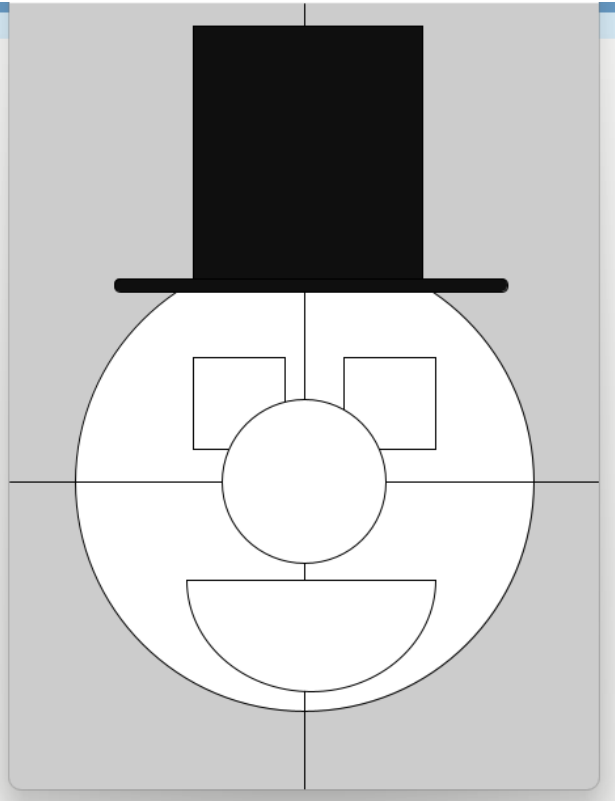
Opg 5.1

```
size(450, 600);

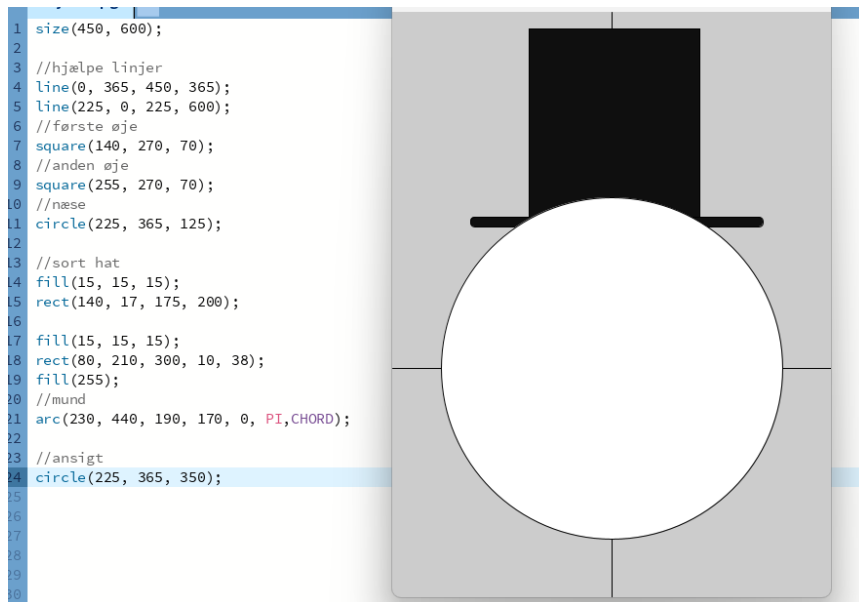
circle(225, 365, 350);
//hjelpe linjer
line(0, 365, 450, 365);
line(225, 0, 225, 600);
//første øje
square(140, 270, 70);
//anden øje
square(255, 270, 70);
//næse
circle(225, 365, 125);

//sort hat
fill(15, 15, 15);
rect(140, 17, 175, 200);

fill(15, 15, 15);
rect(80, 210, 300, 10, 38);
fill(255);
//mund
arc(230, 440, 190, 170, 0, PI, CHORD);
```

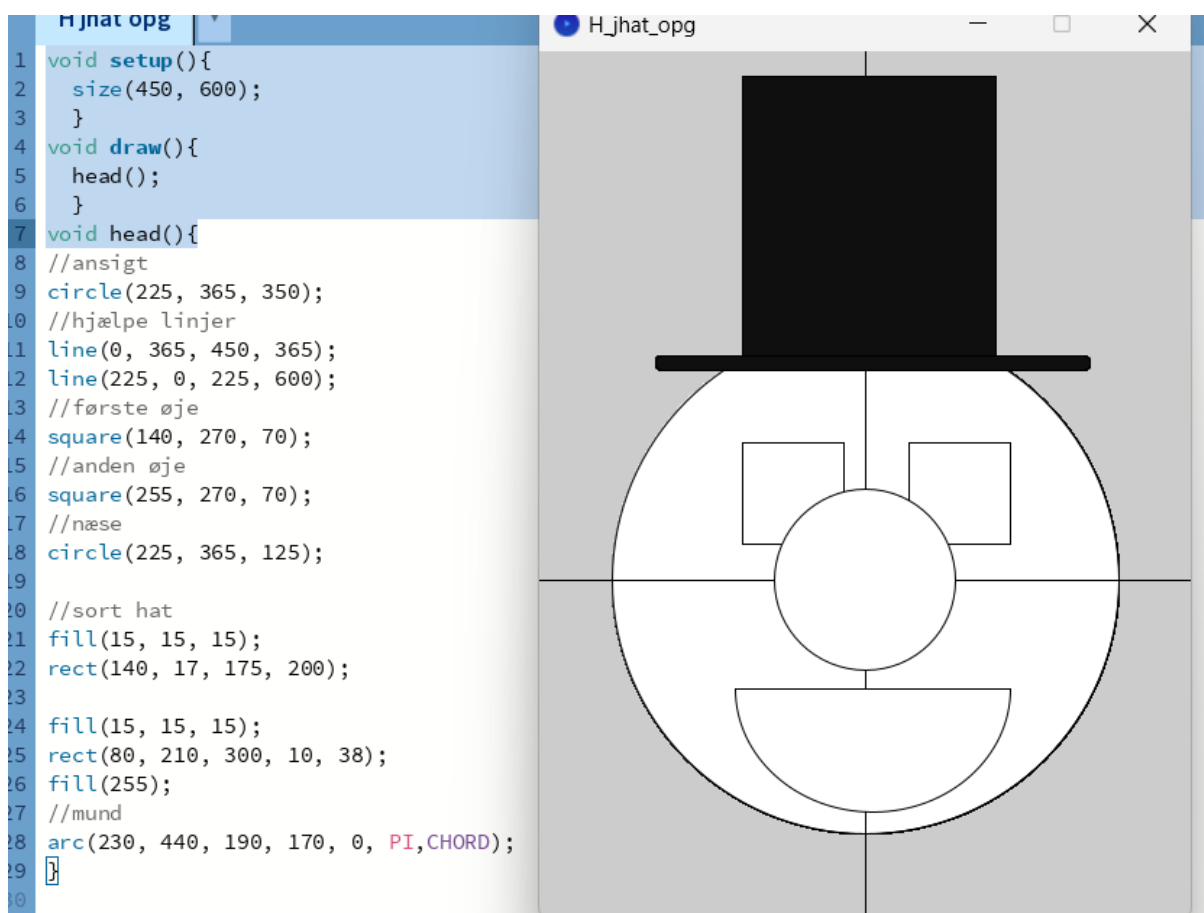


Hvad sker der hvis vi bytter rækkefølge?



Når man gør det vil ansigtet dække over alt andet.

Opg 5.2



Opg 5.3

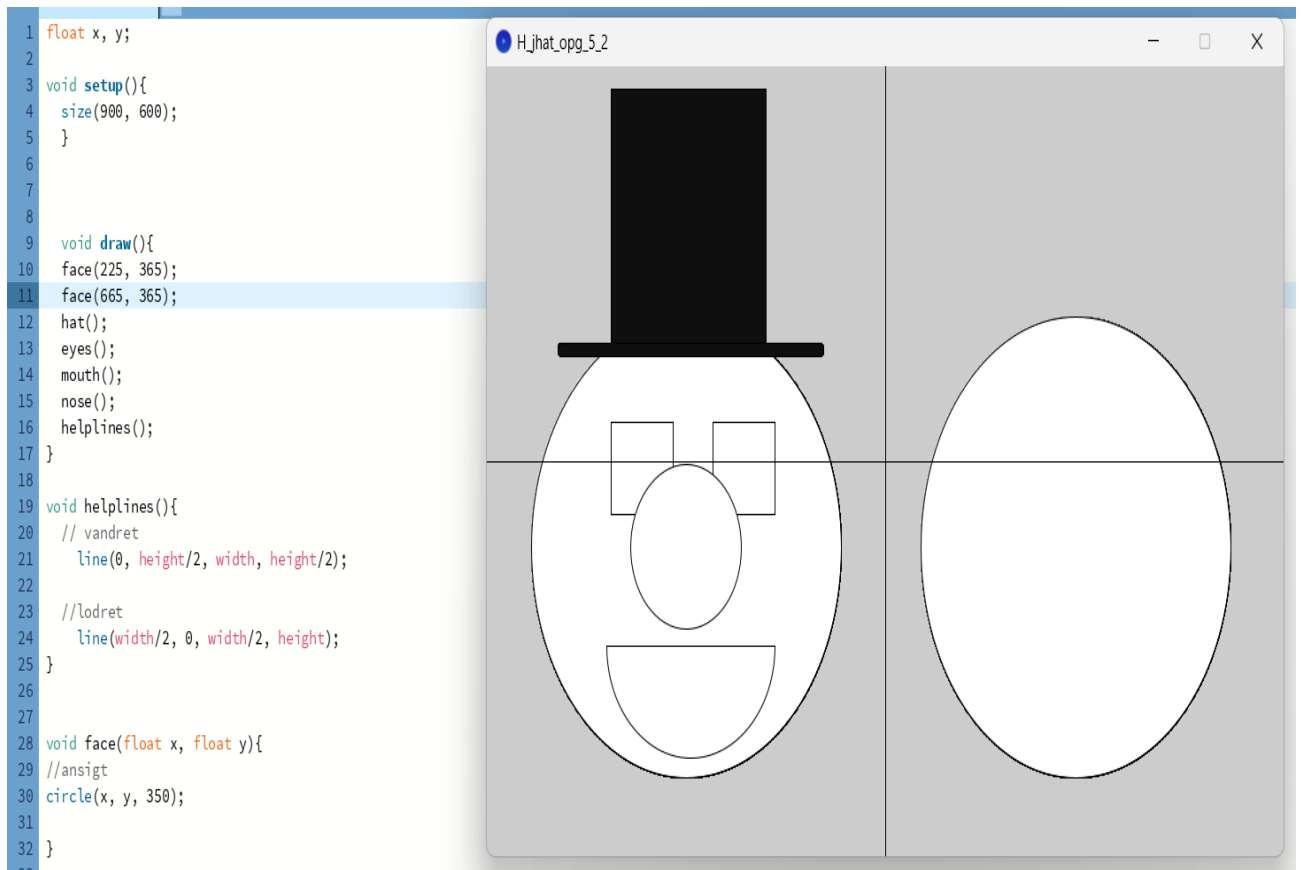
```
1 void setup(){
2     size(450, 600);
3 }
4 void draw(){
5     hat();
6 }
7
8 void draw(){
9     eyes();
10 }
11
12 void draw(){
13     mouth();
14 }
15
16 void draw(){
17     face();
18 }
19
20 void draw(){
21     nose();
22 }
23
24 void face(){
25     //ansigt
26     circle(225, 365, 350);
27 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

```

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
42 circle(225, 365, 125);
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 }
60 //første øje

```

Opg 5.4



Opg 5.5

