

Programming I: Exercises “Programming first steps”

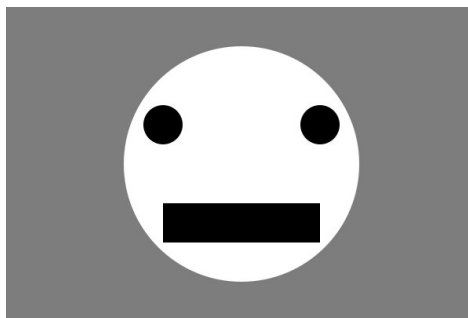
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1 Getting familiar with Processing

- Install Processing and open it.
- Have a look at the examples **Color** → **Relativity** (You can access the examples via the Menu **File** → **Examples**).
- Create a new sketch and copy and paste the “Hello World” example from the slides into the main window. Use **File** → **Save As** to save it into your sketchbook with a meaningful name (e.g. `exercise_01_01_hello_world`). Let it run and observe the console.
- Copy and paste the other examples (line printing, rectangle printing) from the slides into the main window and let them run. Change the numbers in the code and observe what happens.
- Get yourself familiar with the coordinate system and drawing possibilities by playing around and trying various drawing functions and colors.

2 Not-Smiling recreation

Code a processing sketch that draws the following picture:



The image size must be 600 (width) by 400 (height) pixels. Positioning and sizing of the elements does not have to be pixel exact, but an estimation. Store the sketch in your sketchbook and give it a meaningful name (e.g. `exercise_01_02_not_smiling`).