

ITEC 3450
Dr. Kairui Chen
Assignment 03 – Processing Basics

Topics: Processing

Objectives:

This assignment will help you become comfortable with the basics of Processing.

Reminders:

- Any evidence of sharing of code and/or other cheating will result in a 0 on this assignment for all involved parties. No make-ups will be allowed.
- If your program crashes, you will receive a 0 but will be allowed to make up the assignment for partial credit. Be sure you know how to debug your code!

Resources:

- The instructor
- Your fellow classmates
- Processing tutorials: <https://processing.org/tutorials/>.
- Processing API at: <https://processing.org/reference/>.
- The book Learning Processing.
- Google

Instructions:

- Because it is important to develop good coding habits, and because Processing is a Java -based language, I will ask you to observe proper Javadoc style. For this assignment, please include the following Javadoc comment at the top of each program:

```
/ **
 * Short summary of what the program does
 *
 * @author Your name, first and last (preferred names are
okay)
 * @version Assign a version number (usually 1.0) and the
date
 */
```

For example,

```
/ **
 * Prints a message to the screen.
 *
 * @author Kairui Chen
 * @version 1.0 8/21/2019
 */
```

Problem 1: Develop a Ball class. Draw three balls that are objects of the Ball class, moving up and down at random speeds. They bounce off the border. Whichever is closest to the top of the window will be turned into red color while others will be in default color

Requirements:

- Make sure you have your class named Ball written for the ball objects with a default constructor, a non-default constructor, and methods display(), move(), getYpos(), setColor(), getXpos(), setXpos(), setYpos();
- Instance variables should include xPos, yPos, speed, and color;
- Default color of balls are black;
- When you're done, save your program out as LastnameFirstname_Asgt03. Make sure your program folder contains only your *.pde files for this program;
- Take a screenshot of your program running result, submit that along with your program in a single zip file LastNameFirstname_Asgt03.zip