

```

1    let font;
2    let dates = ['Day 1', 'Day 2', 'Day 3', 'Day 4', 'Day 5'];
3    let battery = [108, 106, 83, 120, 90];
4    let dataIndex = 0;
5    let interactionMenuShown = false;
6    let interactionIndex = 0;
7
8
v 9    const appPercentage = new Map([
10      [0, [26, 20, 16, 46]],
11      [1, [32, 19, 15, 40]],
12      [2, [27, 13, 8, 35]],
13      [3, [27, 26, 17, 50]],
14      [4, [27, 14, 11, 38]]
15    ]);
16
v 17   const appNames = new Map([
18     [0, ["Reddit", "TikTok", "YT Music", "Other"]],
19     [1, ["TikTok", "Reddit", "YT Music", "Other"]],
20     [2, ["Reddit", "YT Music", "TikTok", "Other"]],
21     [3, ["YouTube", "Instagram", "Reddit", "Other"]],
22     [4, ["TikTok", "Reddit", "Instagram", "Other"]]
23   ]);
24
v 25   const appActiveUsage = new Map([
26     [0, [52, 108, 114]],
27     [1, [141, 38, 111]],
28     [2, [65, 1, 37]],
29     [3, [52, 71, 54]],
30     [4, [135, 31, 47]]
31   ]);
32
v 33   const appBackgroundUsage = new Map ([
34     [0, [0, 16, 0]],
35     [1, [15, 0, 1]],
36     [2, [1, 108, 13]],
37     [3, [1, 13, 1]],
38     [4, [9, 0, 3]]
39   ]);
40
41   const colors = ["pink", "lightgreen", "lightblue", "gold"]
42
43
v 44   function preload() {
45     font = loadFont('Micro5-Regular.ttf')
46   }
47   ..
v 48   function setup() {
49     textFont(font);
50     createCanvas(500, 500);
51     background(255,255, 255);
52
53     xPos = width / 8;
54     yPos = height / 8;
55   }
56

```

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56
v 57 function draw() {
58     offset = 0;
59
60     clear();
61     background(255,255,255);
62     textSize(40);
63     strokeWeight(4);
64
65     text(dates[dataIndex], xPos, yPos);
66     text(battery[dataIndex] + '%', xPos, yPos * 7.5);
67
68     rect(xPos * 5, yPos * 1.75, 100, 300);
69
v 70     for(let i = 0; i < 4; i++) {
71         tempPercentage = appPercentage.get(dataIndex);
72         tempNames = appNames.get(dataIndex);
73
74         batteryValue = tempPercentage[i];
75         percentage = map(batteryValue, 0, battery[dataIndex], 0, 300);
76
77         textyPosOffset = offset + percentage / 2 + 5;
78         textxPosOffset = (100 - textWidth(tempNames[i])) / 2;
79         // textxPosOffset funktioniert nicht jeweils für den ersten Abschnitt keine Ahnung wieso
80
81         fill(colors[i]);
82         rect(xPos * 5, yPos * 1.75 + offset, 100, percentage);
83
84         textSize(25);
85         fill("black");
86         text(tempNames[i], xPos * 5 + textxPosOffset, yPos * 1.75 + textyPosOffset);
87         offset += percentage;
88     }
89 }

```

```

90
v 91 function keyPressed() {
v 92     switch(keyCode) {
93         case LEFT_ARROW: // linke Pfeiltaste
v 94             if(dataIndex != 0) {
95                 dataIndex -= 1;
96             }
v 97             else {
98                 dataIndex = 4;
99             }
100             break;
101
102         case RIGHT_ARROW: // rechte Pfeiltaste
v 103             if(dataIndex != 4) {
104                 dataIndex += 1;
105             }
v 106             else {
107                 dataIndex = 0;
108             }
109             break;
110
111         case 48: // Taste "0"
112             interactionMenuShown = false;
113             break;
114
115         case 49: // Taste "1"
116             interactionMenuShown = true;
117             interactionIndex = 0;
118             break;
119
120         case 50: // Taste "2"
121             interactionMenuShown = true;
122             interactionIndex = 1;
123             break;
124
125         case 51: // Taste "3"
126             interactionMenuShown = true;
127             interactionIndex = 2;
128             break;
129
130         // für "Other" kann kein Interaktionsmenü eingebaut werden
131         // weil die Daten dazu fehlen
132
133         default:
134             break;
135     }
136 }

```