

# assignment\_01: STICK FIGURE

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ARTG 2260: Programming Basics

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Teaching Assistant: Patrick O'Donnel

Due: Tuesday September 13th 11:59pm

## DESCRIPTION

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This assignment couldn't be any simpler: draw a stick figure! ;)

## REQUIREMENTS

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Your program must include all of the following features:

- Your code has a header section in the form of a multiline comment, specifying the class name, your name, your email, assignment number and your choice of assignment title: "John Doe", "Harding Sticks", "Y U NO"...
- Your figure has a name (which is probably the title above?)
- S/he has at least a head, trunk, two arms and two legs!

## HACKER POINTS

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Complete your choice of the following features (or all!) to get bonus points in the assignment:

- The figure has shapes representing hands, feet, eyes and mouth
- The figure presents some distinctive feature indicating gender
- The figure is somehow asymmetrical: s/he's waving, sitting, wondering, scratching his/her head...

## SUBMISSION

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Upload your code before the deadline to the shared Google Drive, under "lastname\_firstname/assignment\_01".

Also, once finished, export an image of your stick figure (try Processing's `saveFrame()`), print it out on a portrait oriented Letter sheet with color, and bring it to Class 01. We will pin them up to the wall ;)