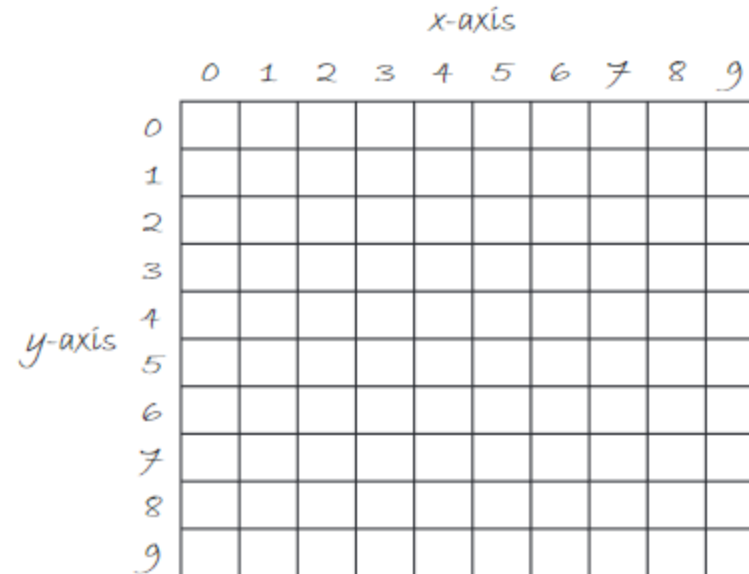# LAB-1

Try out and save your work

Activity 1: Using the blank graph below, draw the primitive shapes specified by the code.

```
line(0,0,9,6);
point(0,2);
point(0,4);
rectMode(CORNER);
rect(5,0,4,3);
ellipseMode(CENTER);
ellipse(3,7,4,4);
```
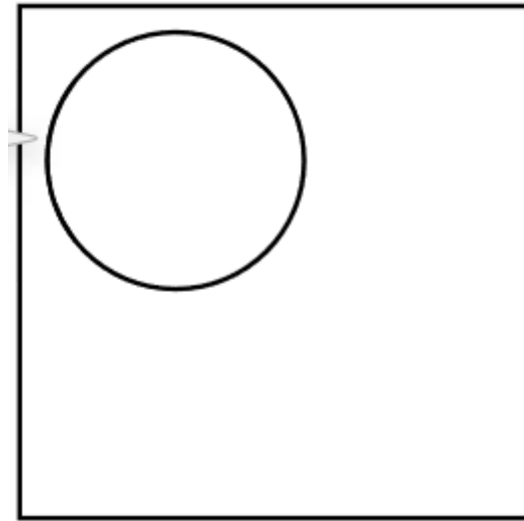
Activity 2: What will be the output by the following code?.
   Note: Type the code, Do not COPY and PASTE

```
background(255);
stroke(0);
fill(150);
rect(50,50,75,100);
```

Activity 3: Generate the output shown below using shapes (Ellipse)

Activity 4: What sort of colours does the below code generates?

```
fill(0,100,0);

_____
fill(100);

_____
stroke(0,0,200);

_____
stroke(225);

_____
stroke(255,255,0);

_____
stroke(0,255,255);

_____
stroke(200,50,50);

_____
```

Activity 5 : Design a creature using simple shapes and colors. Draw the creature by hand using only points, lines, rectangles, and ellipses. Then attempt to write the code for the creature, using the Processing commands covered in Week 1(a): point( ), lines( ), rect( ), ellipse( ), stroke( ), and fill( )

_____

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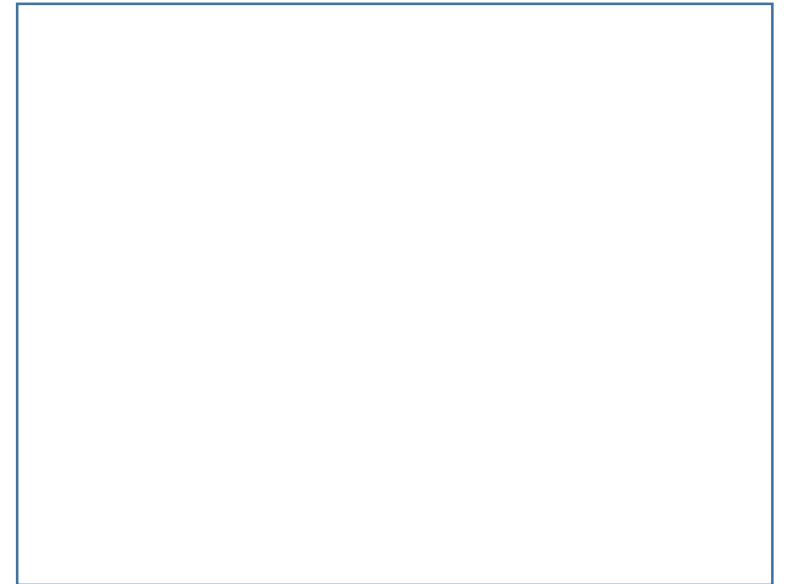
Activity 6 : Draw a Human figure shown below using: lines (), stroke( ), background() and fill( )

Or