

# Project A

# UBER

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Fundamentals of Software Design & Development

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# Part 1: Project Concept Definition

## Who:

Uber is a peer to peer ridesharing , taxi cab, food delivery, bicycle sharing, and transportation network company (TNC) headquartered in San Francisco, California with operations in 785 metropolitan areas worldwide. Its platforms can be accessed via its websites and mobile apps. Riders are quoted the fare that they will pay before requesting the ride. Uber uses a dynamic pricing model; Prices vary based on projected time and distance as well as the time of day and the supply and the demand for rides at the time the ride is requested. At the end of the ride, payment is made based on the rider's pre-selected preferences, which could be a credit card on file, Google pay, Apple pay, and cash.

## What:

Create a billboard about Uber that will be displayed from Christmas 2018 until the first week of New year 2019. The billboard will be targeting new and current passengers. As well as attract new drivers to drive for Uber.

# Part 1: Project Concept Definition

## When:

The advertisement will be display on the website starting on 12/18/2018. The billboard will be displayed one week before Christmas day , until the first week of 2019 in January 7.

## Why:

It will be a good chance to attract people to use Uber during Christmas, and the New Year celebrations, because visitors come from different states and international countries to celebrate , and enjoy these two events in Nashville. This campaign advertisement will make Uber have bigger demand, also it is away to encourage new passengers to try Uber.

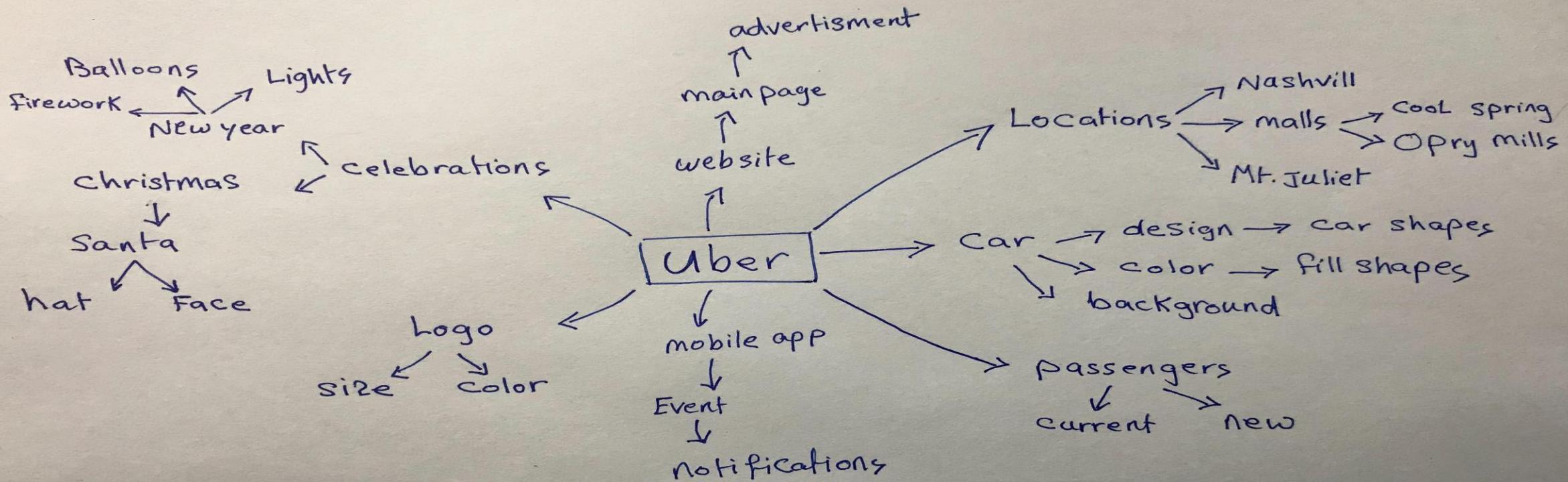
## Where:

The advertisement will be on the main Uber website [www.uber.com](http://www.uber.com) , and on Uber mobile app. The billboard will be displayed on Broadway road, Opry mills mall, cool spring mall, and Providence market place in MT. Juliet road.

## How:

Making a billboard that promotes Uber as the easiest and fastest method of transportation during the Christmas and the New Year celebrations by using simple design and adding fun ideations inside the billboard to attract the customers attentions. Also, sending notifications through Uber mobile App for all current Uber customers to let them know about this advertisement.

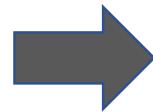
# Part 2: Ideation (Brain Storm)



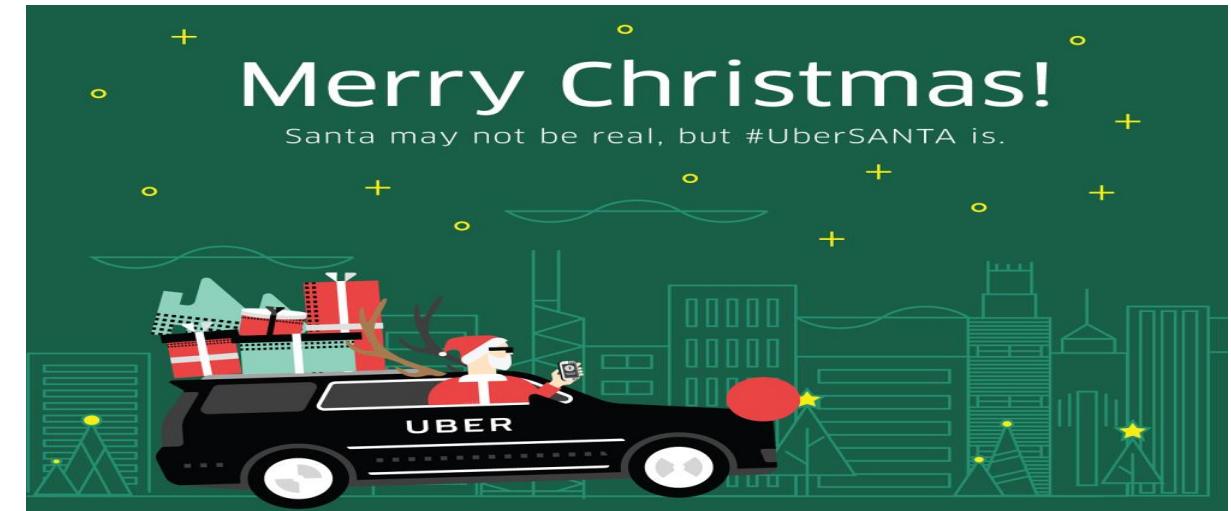
# Part 2: Ideation

*The graph should show the celebration part.*

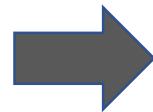
1- the driver wears Santa clause costume , or Santa's hat.



2- Using the green back ground, and add some Christmas trees for Christmas celebration.

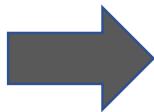


Decorating Uber car with Christmas lights to attract the customers.

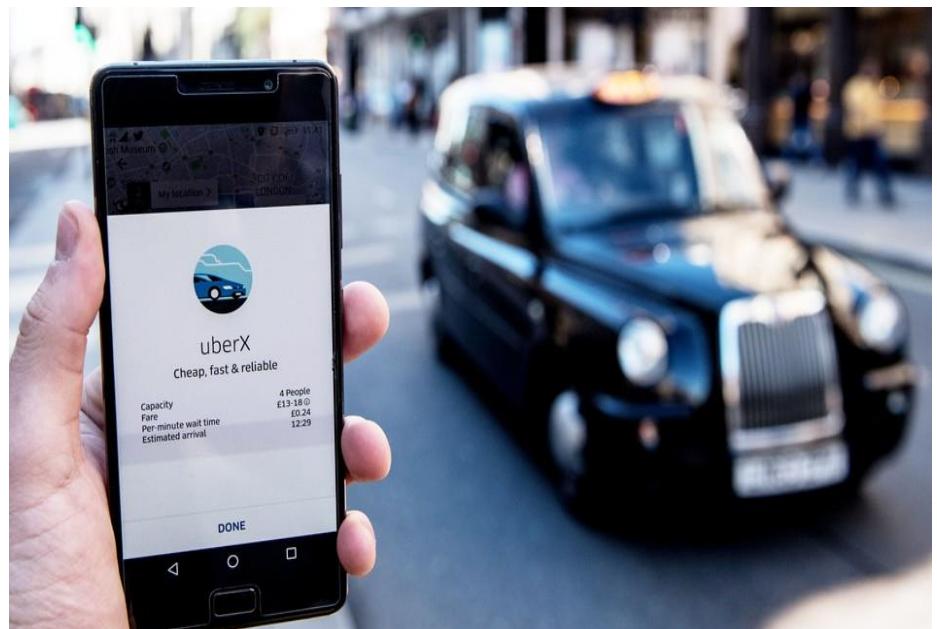


# Part 2: Ideation

Example showing how to install Uber app on the phone, and show how to use it.



Good idea of showing how Uber provides the riding information on the phone app before requesting the ride. It shows the distance, the arrival time, capacity, and how much the customer should pay.



# Part 2: Ideation

Ideas of Uber cars design,  
models, and colors.

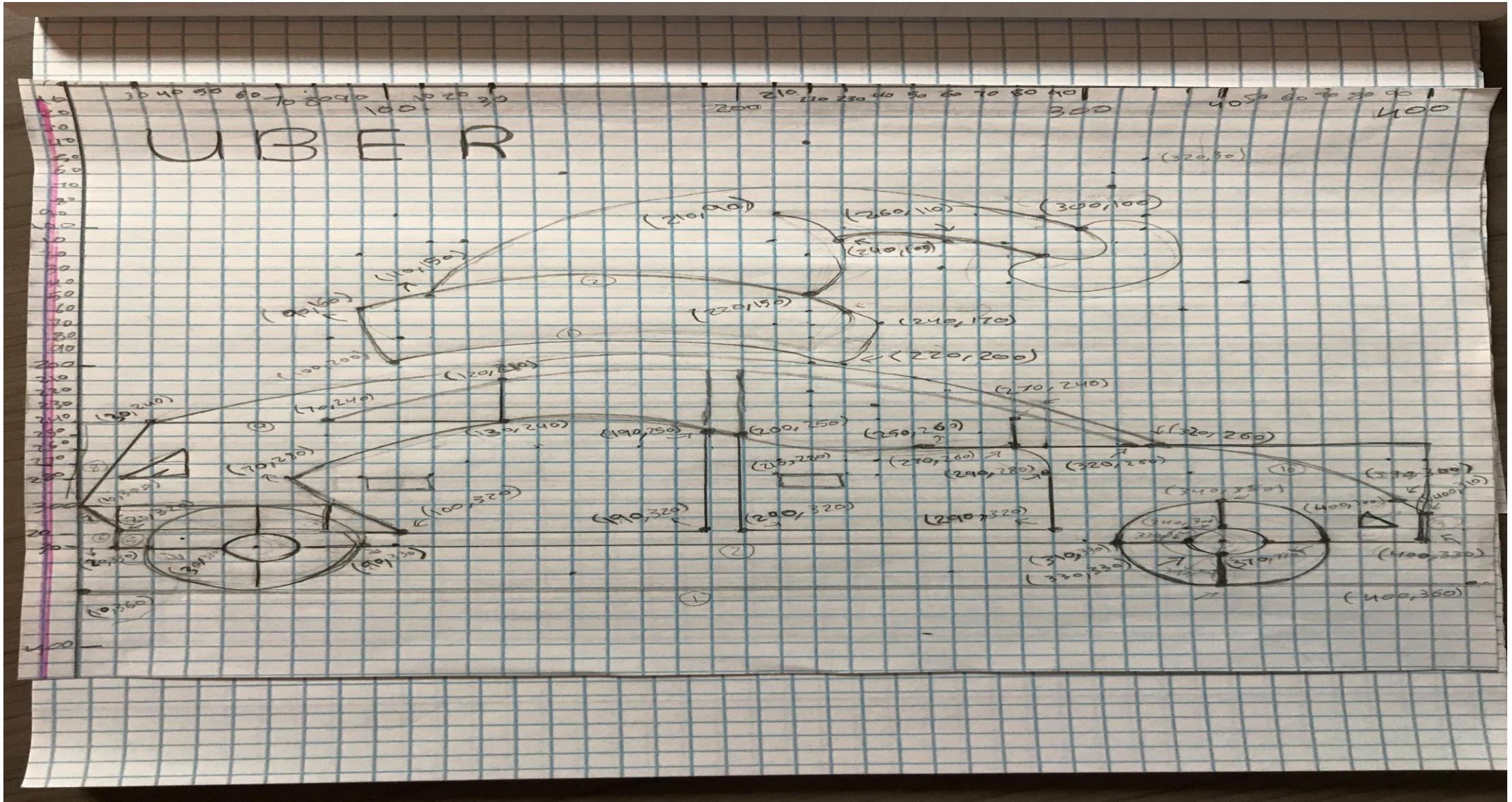


## Part 2: Ideation

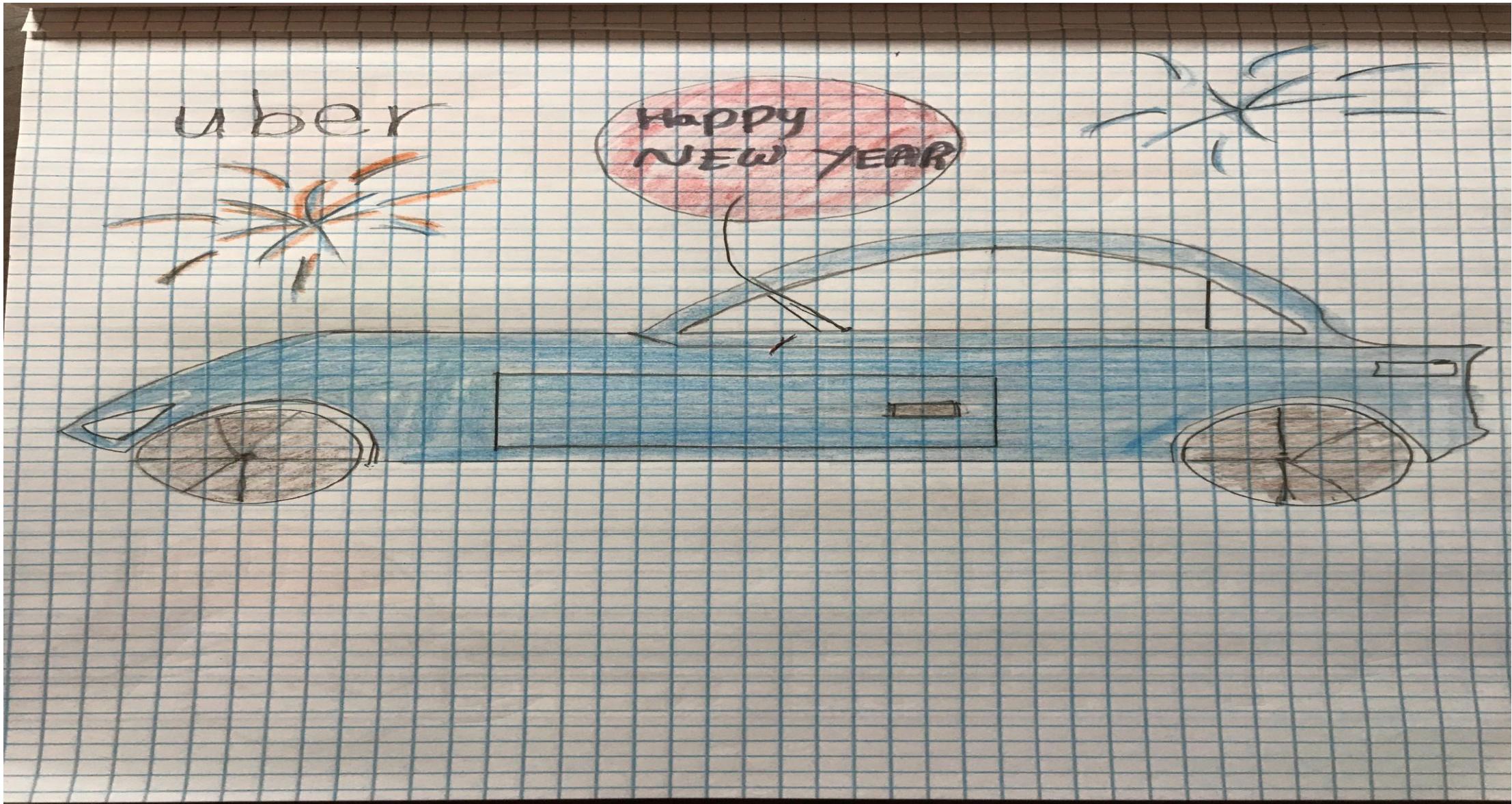
Good Idea from Uber to offer for its customers the chance to “ride like a president”.  
The flag is a good example to attract the customers.



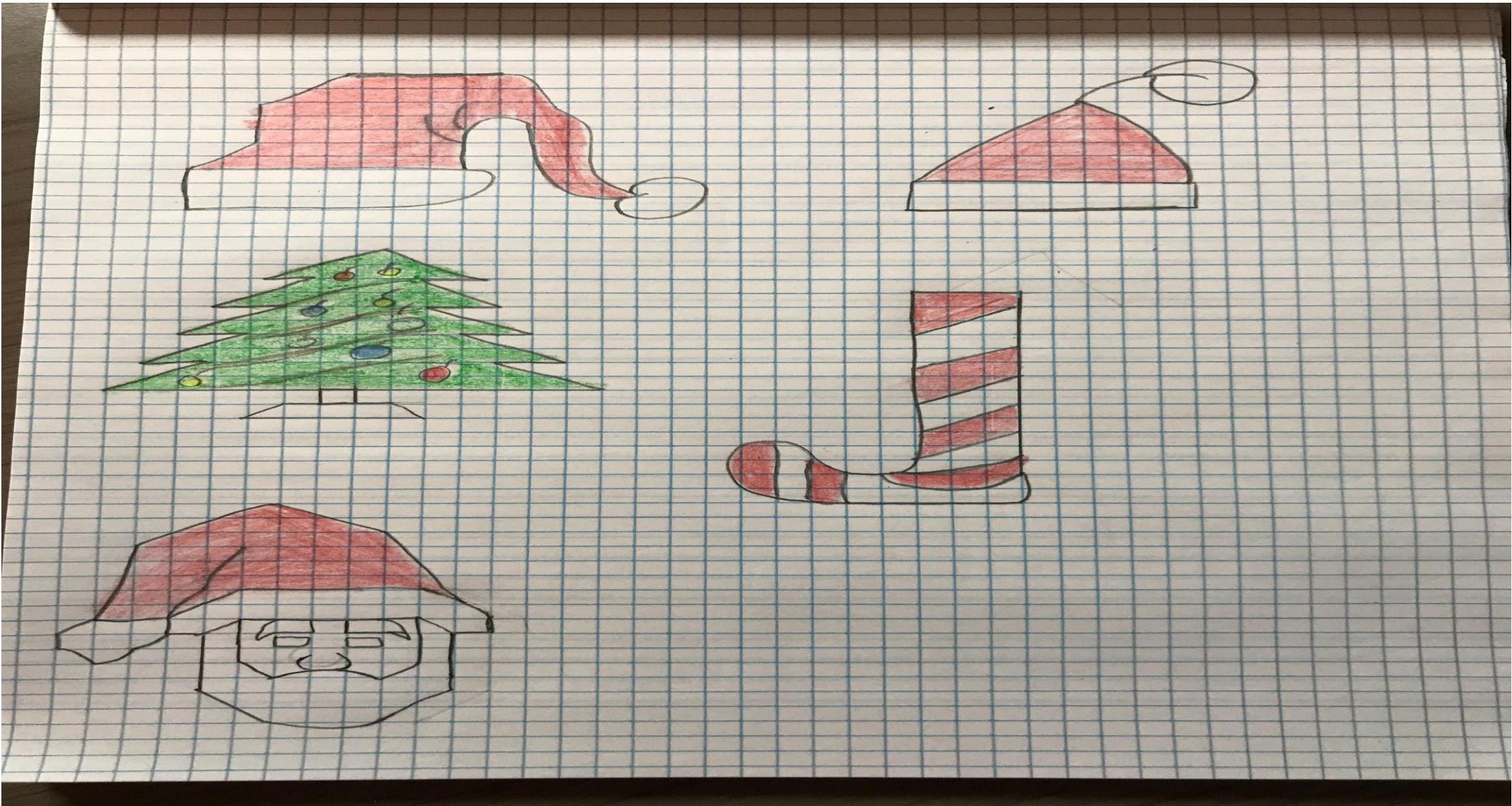
# Part 2: Sketches



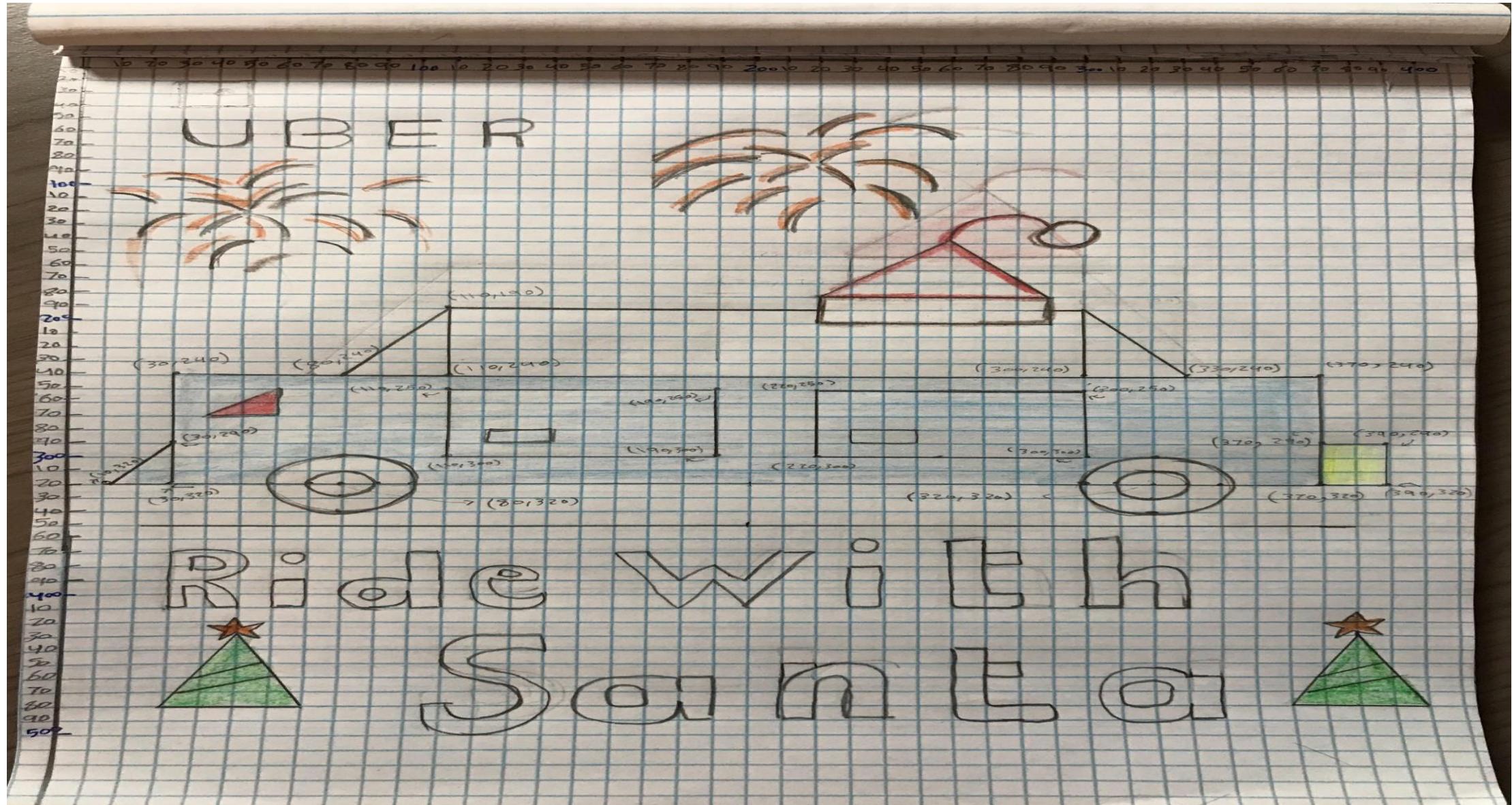
## Part 2: Sketches



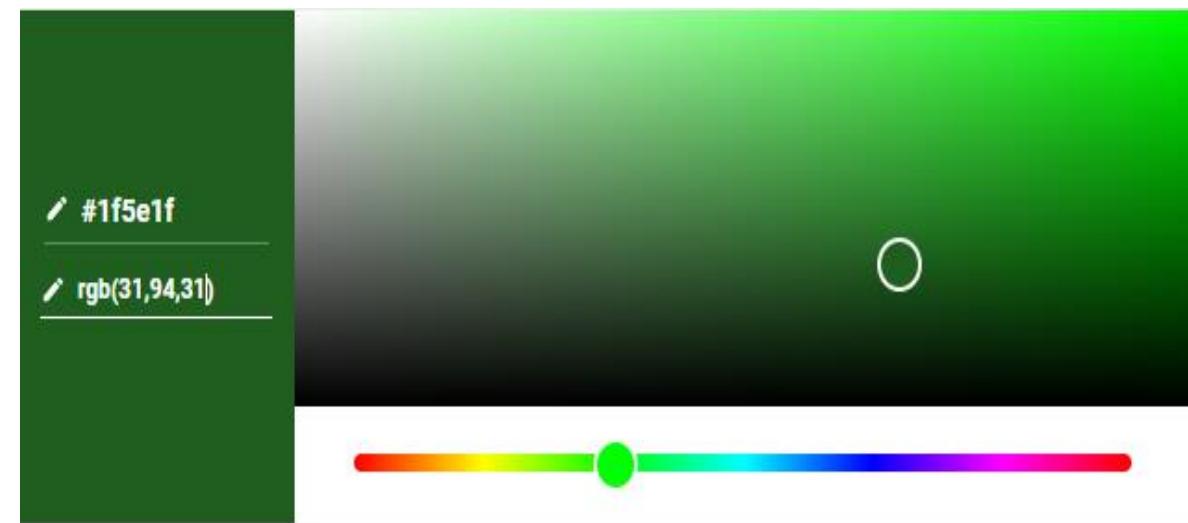
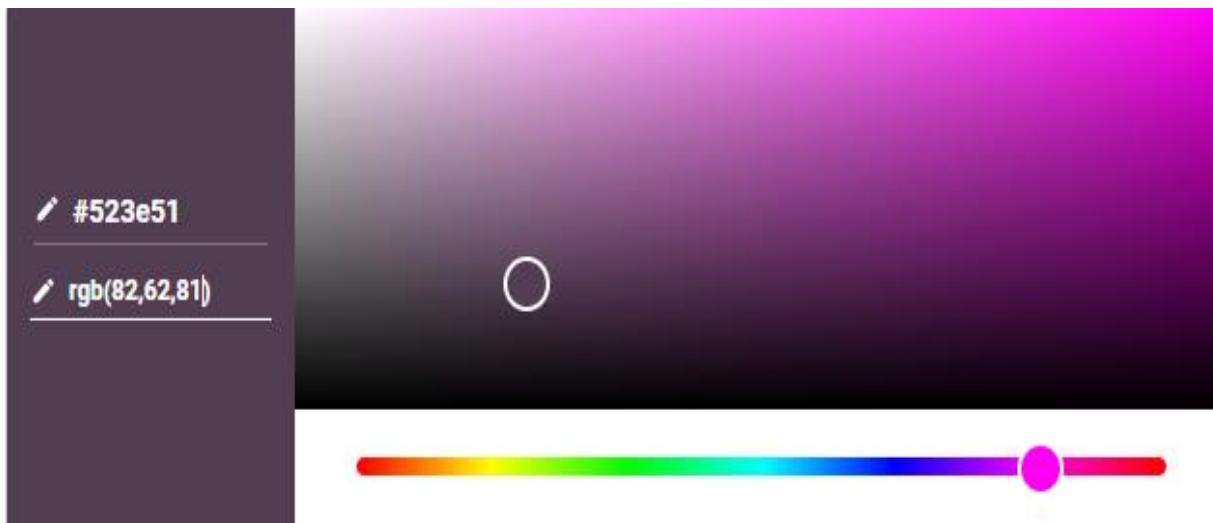
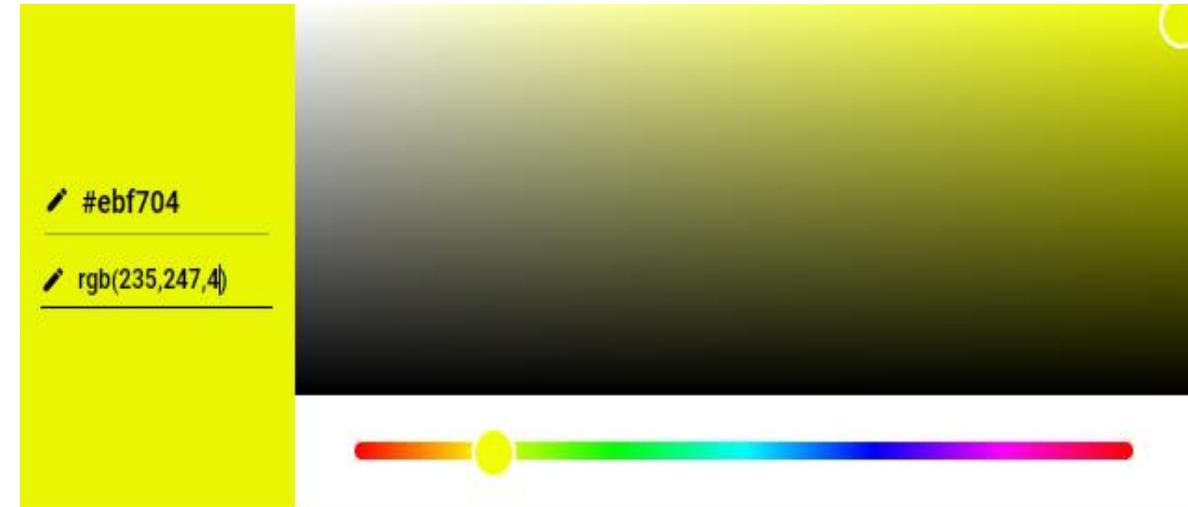
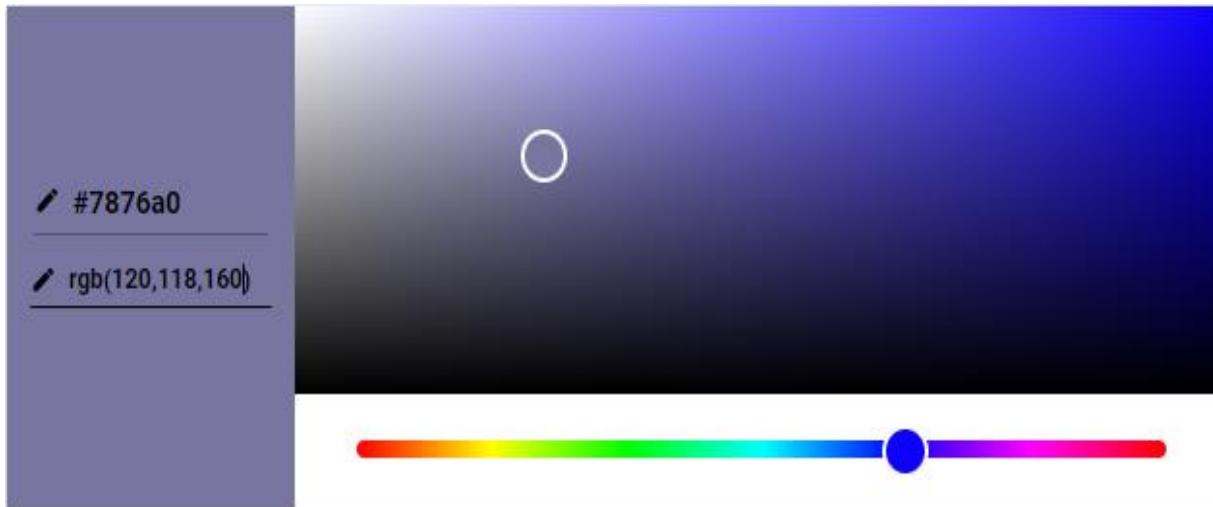
## Part 2: Sketches



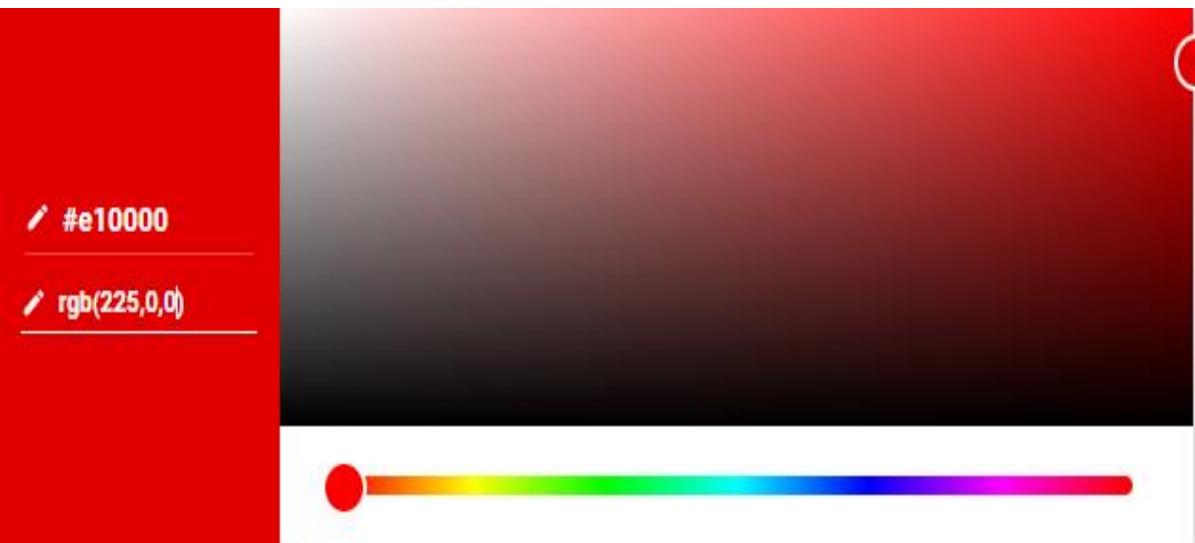
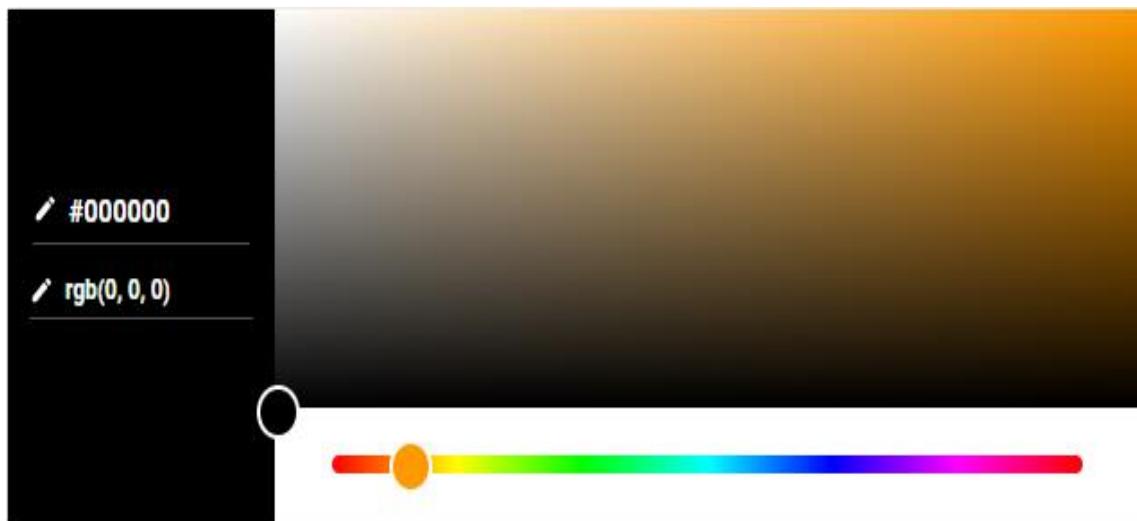
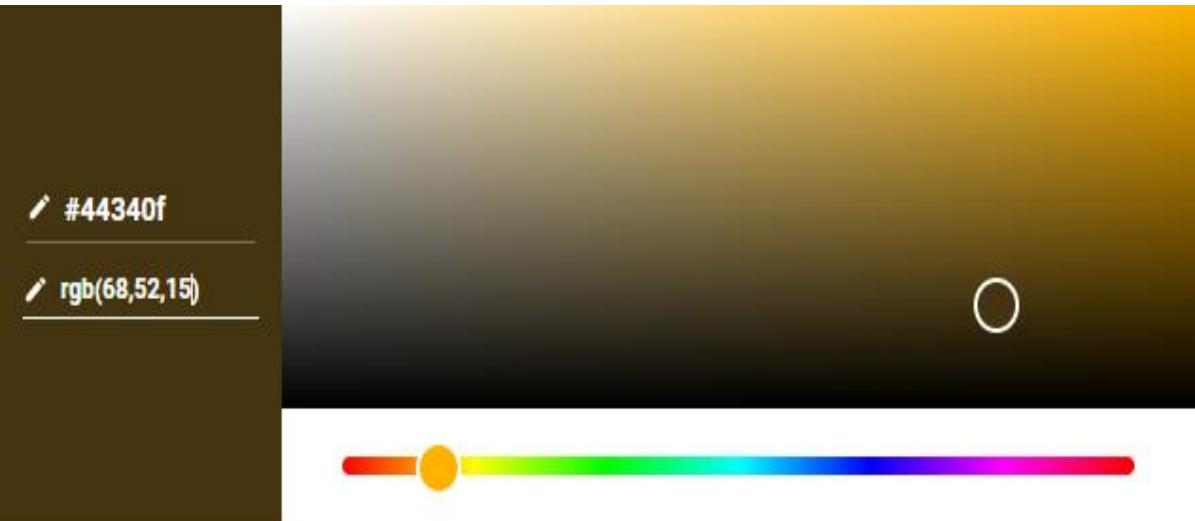
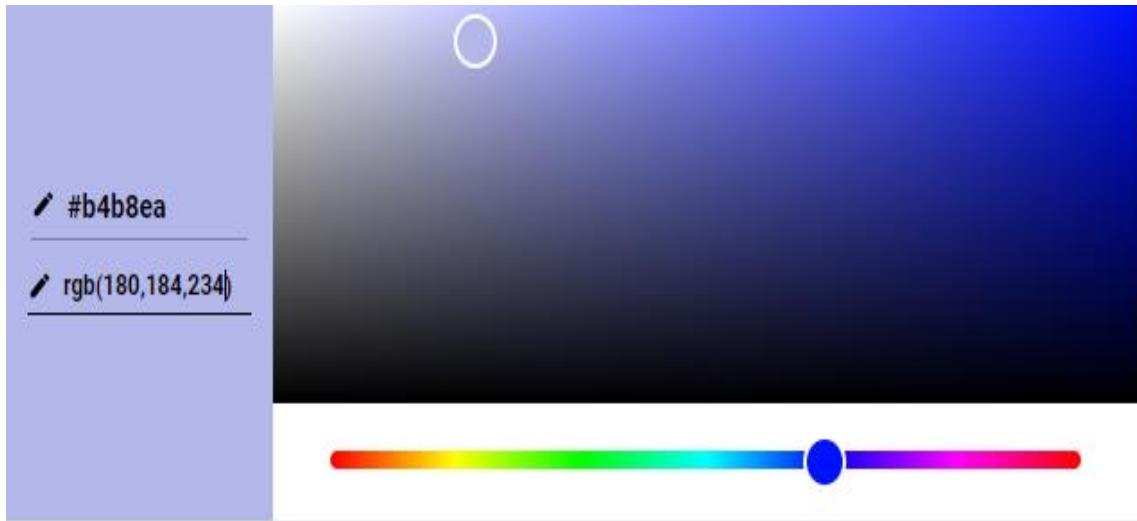
## Part 2: Sketches



## Part 2: Sketches (Color Palette)



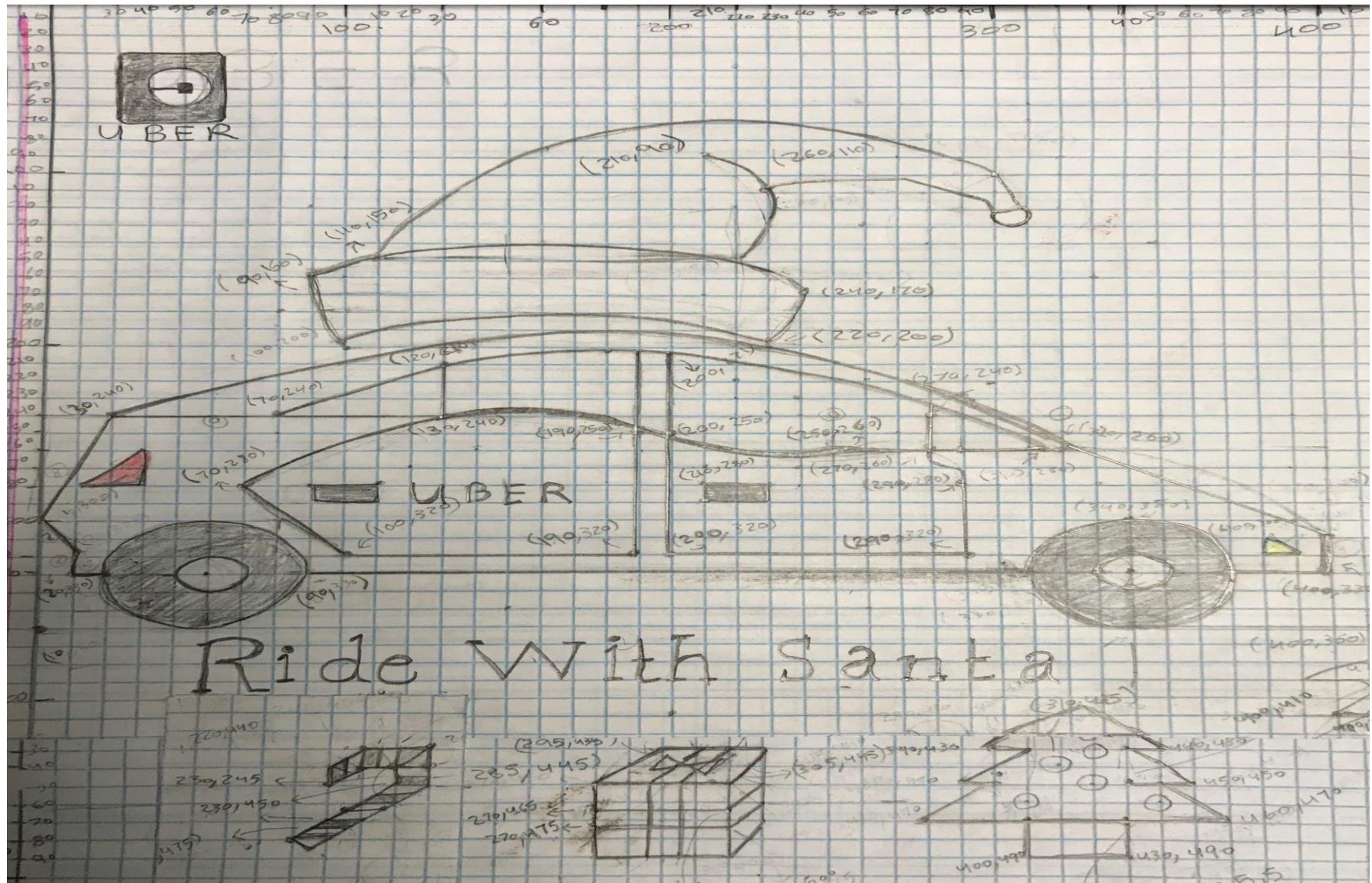
## Part 2: Sketches (Color Palette)



# Part 3: Pre-Visualization Renderings

## Shape Breakdown:

9 beziers  
8 curveVertex  
84 vertex  
5 curves  
25 lines  
11 ellipses  
2 rectangles  
2 triangles



## Part 4: Pseudocode

1- Set the size of the background and color:

```
Size(500,500); background color (180,184,234);
```

2- Start from the top left corner, and load Uber logo:

```
loadImage("uber.jpg");
```

3- Set up the logo position and size:

```
image(logo,0,0,100,100);
```

4- color logo: tint(180,184,234);

5- Draw the top car's shape(stroke(0); stroke

```
weight(2); fill color (120,118,160);
```

**A- Draw two top car's curves:**

1- Draw first curve: fill(120,118,160);

```
Draw bezier(30,240,90,180,270,200,320,260);
```

2- Draw second curve: fill(215, 226, 223);

```
Draw bezier(70,240,120,200,260,220,310,260);
```

**B- Draw a curve for the left door:** stroke(0) stroke

```
weight(3); fill(120,118,160);
```

```
Draw curveVertex(240,320);
```

```
Draw curveVertex(200,250);
```

```
Draw curveVertex(130,240);
```

```
Draw curveVertex(110,280);
```

**C- Draw car's bottom shape:** stroke(0); strokeWeight(2);

```
fill (120,118,160);
```

```
Draw vertex(250,254);
```

```
Draw vertex(320,260);
```

```
Draw vertex(400,310);
```

```
Draw vertex(400,310);
```

```
Draw vertex(400,310);
```

```
Draw vertex(400,330);
```

```
Draw vertex(20,330);
```

```
Draw vertex(20,320);
```

```
Draw vertex(10,300);
```

```
Draw vertex(30,240);
```

```
Draw vertex(70,240);
```

```
Draw vertex(130,240);
```

## Part 4: Pseudocode

D- Draw a curve between two doors: stroke(0); stroke weight (1);  
fill(0)  
Draw a curveVertex(249,215);  
Draw a curveVertex(249,255);  
Draw a curveVertex(199,249);  
Draw a curveVertex(190,200);  
Draw a line(249,251,199,246); stroke(215, 226, 223);

6- Draw Sant's hat:

stroke(0); fill(255);  
Draw a bezier(300,100,320,150,280,140,290,120);  
fill(225,0,0);  
Draw a bezier(300,100,310,120,300,130,290,120);  
fill(180,184,234);  
Draw a bezier(240,100,240,100,290,100,290,120);  
fill(225,0,0);  
Draw a bezier(110,140,140,60,220,40,300,100);  
Draw a bezier(220,150,260,130,260,100,210,90);

Draw a shape inside the Santa's hat with red color  
fill(225,0,0); and no stroke  
Draw a vertex(300,120);  
Draw a vertex(298,100);  
Draw a vertex(260,100);  
Draw a vertex(220,110);  
Draw a vertex(220,180);  
Draw a vertex(150,160);  
Draw a vertex(150,130);  
Draw a bezier(90,160,90,120,220,120,240,170);  
Draw a vertex(220,200);  
Draw a vertex(240,170);  
Draw a vertex(90,160);  
Draw a vertex(100,200);  
fill(180,184,234);  
Draw a bezier(100,200,100,180,210,170,220,200);

## Part 4: Pseudocode

stroke(255); strokeWeight(3);

Draw a line(240,170,90,160);

Draw two curves with stroke(0); and fill red color. Fill(255);

- Draw first curve: curve(220,180,220,200,240,170,220,170);

- Draw second curve: curve(110,180,100,200,90,160,100,170);

### 7- Draw car's wheels (two):

**draw two ellipse with stroke(0):**

**A- Right wheel:** Draw an ellipse(330,330,60,60); fill(5, 5, 5);

Draw a smaller ellipse inside the right wheel:

Draw ellipse(330,330,30,30); fill(215,226,223);

**B- Left wheel:** Draw an ellipse(60,330,60,60); fill(5,5,50);

Draw a smaller ellipse inside the left wheel:

Draw ellipse(60,330,30,30); fill(215,226,223);

### 8-Draw car's doors:

**A- Draw right door: stroke(0); and strokeWeight(2)**

Draw a line(290,280,290,320);

fill(120,118,160,);

Draw a curve(270,280,290,280,270,257,260,270);

Draw a line(200,320,200,250);

Draw a line(290,320,200,320);

Draw a rectangle: rect(220,280,20,10); and color  
fill (52,62,81); with stroke(0);

**B- Draw left door: stroke(0); and strokeweight(2)**

Draw a line(100,320,190,320);

Draw a line(190,320,190,247);

fill(120,118,160);

Draw two curves :

- Draw first curve(110,290,100,320,70,280,100,280);

- Draw second curve(110,280,70,280,130,240,120,270);

Draw a rectangle: rect(95,280,20,10); fill(52,62,81); with  
stroke(0);

## Part 4: Pseudocode

C- Draw a text on the left door of the car: stroke(0);  
strokeWeight(2)  
Setup font type: PFont F= createFont("Georgia",20);  
Write text: String S1 = "UBER";  
stroke(0);  
strokeWeight(2);  
setup text size: textAlign(F);textSize(20);  
text position: text(S1,170,290);

### 8- Draw car's windows:

-Draw the right window:  
Draw a line(270,257,270,240);  
Draw a line(200,250,200,221);  
- Draw the left window:  
Draw a line(130,240,130,220);  
Draw a line(190,250,190,221);

9- Draw car's lights: stroke(0); strokeWeight(1);  
-Draw front light: fill(235,247,4);  
Draw a triangle(380,310,390,320,380,320);  
-Draw back light: fill(255,0,0);  
Draw a triangle(40,260,40,280,20,280);  
10- Draw the text "Ride With Santa" at the bottom:  
Select the font: PFont f= createFont("Georgia",64);  
setup the text (Ride With Santa) :String S = "Ride With Santa";  
Setup the text align: textAlign(RIGHT);  
stroke(0);  
strokeWeight(2);  
fill(31, 94, 31);  
Setup the text size: textSize(40);  
setup yhe text position : text(S,330,410);

## Part 4: Pseudocode

11- Draw Christmas tree:

A- **Draw the trunk part:** stroke(0); strokeWeight(1);

```
fill(68, 52, 15);  
Draw a vertex(430,470);  
Draw a vertex(430,490);  
Draw a vertex(400,490);  
Draw a vertex(400,470);
```

B- **Draw the leaves part:** stroke(0); fill(15,68,22); strokeWeight(1):

```
Draw a vertex(460,470);  
Draw a vertex(440,450);  
Draw a vertex(450,450);  
Draw a vertex(430,430);  
Draw a vertex(440,430);  
Draw a vertex(420,410);  
Draw a vertex(430,410);  
Draw a vertex(416,390);
```

```
Draw a vertex(400,410);
```

```
Draw a vertex(410,410);  
Draw a vertex(390,430);  
Draw a vertex(400,430);  
Draw a vertex(380,450);  
Draw a vertex(390,450);  
Draw a vertex(370,470);
```

12- **Draw Christmas tree dicorations starts from down to up of the leaves part:** nostroke();

```
fill(225); Draw an ellipse(430,460,5,5);  
fill(140); Draw an ellipse(400,460,5,5);  
fill(255,100,50); Draw an ellipse(420,440,5,5);  
fill(100,0,100); Draw an ellipse(410,430,5,5);  
fill(225,80,80); Draw an ellipse(415,415,5,5);  
fill(255,100,80); Draw an ellipse(400,445,5,5);  
fill(225,200,200); Draw an ellipse(435,445,5,5);
```

## Part 4: Pseudocode

13- Draw a red gift box at the left side of Christmas tree on the bottom : stroke(0) fill(225,0,0);

### A- Draw the gift box shapes :

Draw a rectangle at the bottom: rect(290,470,40,40);

Draw a vertex(310,490);

Draw a vertex(320,470);

Draw a vertex(320,430);

Draw a vertex(310,450);

Draw a vertex(320,430);

Draw a vertex(285,430);

Draw a vertex(270,450);

Draw a vertex(310,450);

### B- Draw green strings on the gift box( vertical string 1):

stroke(0); fill(31,94,31);

Draw a vertex(295,490);

Draw a vertex(295,450);

Draw a vertex(285,450);

Draw a vertex(285,490);

### C- Draw the green strings on the gift box ( vertical string 2):

Draw a vertex(295,450);

Draw a vertex(310,430);

Draw a vertex(300,430);

Draw a vertex(285,450);

### D- Draw the green strings on the gift box (horizontal green string 1):

Draw a vertex(310,475);

Draw a vertex(310,465);

Draw a vertex(270,465);

Draw a vertex(270,475);

### E- Draw the green string on the gift box (horizontal green string 2):

Draw a vertex(320,460);

Draw a vertex(320,450);

Draw a vertex(310,465);

Draw a vertex(310,475);

## Part 4: Pseudocode

### F- Draw a bow on the top of the gift box :

```
Draw a vertex(310,435);  
Draw a vertex(305,445);  
Draw a vertex(295,435);  
Draw a vertex(285,445);
```

### 13- Draw a candy can at the bottom on the left side of the gift box:

#### A- Draw the candy cane shape:

```
Stroke (255,0,0); strokeWeight(2); fill(255);  
Draw a vertex(205,485);  
Draw a vertex(240,450);  
Draw a vertex(240,430);  
Draw a vertex(220,430);  
Draw a vertex(210,440);  
Draw a vertex(210,450);  
Draw a vertex(220,440);  
Draw a vertex(230,440);  
Draw a vertex(230,450);  
Draw a vertex(200,480);
```

#### B- Draw red lines on the candy cane shape: stroke(225,0,0);

```
strokeWeight(2);  
Draw a line(215,475,207,474);  
Draw a line(220,470,210,470);  
Draw a line(230,460,220,460);  
Draw a line(235,455,225,455);  
Draw a line(240,450,230,450);  
Draw a line(240,445,230,445);  
Draw a line(240,440,240,440);  
Draw a line(230,430,230,440);  
Draw a line(240,430,230,440);  
Draw a line(220,430,220,440);  
Draw a line(240,440,230,440);  
Draw a line(225,465,215,465);  
Draw a line(225,430,225,440);  
Draw a line(215,435,215,445);
```

# Part Five: Processing Code

PROJECT\_A\_SOFTWARE DESIGN

```
1 // page setup
2 PImage logo;
3 void setup() {
4 size(500,500);
5 smooth ();
6 background(180, 184, 234);
7 logo=loadImage ("uber.jpg");
8 imageMode(CORNER);
9
10 }
11
12 //Set up the logo
13 void draw(){
14 background(180, 184, 234);
15 image(logo,0,0,100,100);
16 tint(180, 184, 234);
17
18 //draw top top car's curves
19 //draw first curve
20 stroke(0);
21 strokeWeight(2);
22 fill(120,118,160);
23 bezier(30,240,90,180,270,200,320,260);
24 fill(215, 226, 223);
25 bezier(70,240,120,200,260,220,310,260);
26
27 //draw a curve for the left door
```

PROJECT\_A\_SOFTWARE DESIGN

```
27 //draw a curve for the left door
28 beginShape();
29 stroke(0);
30 strokeWeight(3);
31 fill(120,118,160);
32 curveVertex(240,320);
33 curveVertex(200,250);
34 curveVertex(130,240);
35 curveVertex(110,280);
36 endShape();
37
38 //draw car's bottom shape
39 stroke(0);
40 strokeWeight(2);
41 fill(120,118,160);
42 beginShape();
43 vertex(250,254);
44 vertex(320,260);
45 vertex(400,310);
46 vertex(400,310);
47 vertex(400,310);
48 vertex(400,330);
49 vertex(20,330);
50 vertex(20,320);
51 vertex(10,300);
52 vertex(30,240);
53 vertex(70,240);
```

PROJECT\_A\_SOFTWARE DESIGN

```
53 vertex(70,240);
54 vertex(130,240);
55 endShape();
56
57 //draw a curve between two doors
58 beginShape();
59 stroke(0);
60 strokeWeight(1);
61 fill(0);
62 curveVertex(249,215);
63 curveVertex(249,255);
64 curveVertex(199,249);
65 curveVertex(190,200);
66 endShape();
67 strokeWeight(4);
68 stroke(215, 226, 223);
69 line(249,251,199,246);
70
71 //draw santa's hat
72 stroke(0);
73 fill(255);
74 bezier(300,100,320,150,280,140,290,120);
75 fill(225,0,0);
76 bezier(300,100,310,120,300,130,290,120);
77 fill(180,184,234);
78 bezier(240,100,240,100,290,100,290,120);
```

# Part Five: Processing Code

PROJECT\_A\_SOFTWARE\_DESIGN

```
78 bezier(240,100,240,100,290,100,290,120);
79 fill(225,0,0);
80 bezier(110,140,140,60,220,40,300,100);
81 bezier(220,150,260,130,260,100,210,90);
82 beginShape();
83 noStroke();
84 fill(225,0,0);
85 vertex(300,120);
86 vertex(298,100);
87 vertex(260,100);
88 endShape();
89 beginShape();
90 noStroke();
91 fill(225,0,0);
92 vertex(220,110);
93 vertex(220,180);
94 vertex(150,160);
95 vertex(150,130);
96 endShape();
97 stroke(0);
98 fill(255);
99 bezier(90,160,90,120,220,120,240,170);
100 beginShape();
101 noStroke();
102 fill(255);
103 vertex(220,200);
```

PROJECT\_A\_SOFTWARE\_DESIGN

```
104 vertex(240,170);
105 vertex(90,160);
106 vertex(100,200);
107 endShape();
108 stroke(0);
109 fill(180,184,234);
110 bezier(100,200,100,180,210,170,220,200);
111 strokeWeight(3);
112 stroke(255);
113 line(240,170,90,160);
114 stroke(0);
115 fill(255);
116 curve(220,180,220,200,240,170,220,170);
117 curve(110,180,100,200,90,160,100,170);
118 //draw car's wheels
119 //draw right wheel
120 stroke(0);
121 strokeWeight(2);
122 fill(5, 5, 5);
123 ellipseMode(CENTER);
124 ellipse(330,330,60,60);
125 fill(215, 226, 223);
126 ellipse(330,330,30,30);
127
128 //draw left wheel
```

PROJECT\_A\_SOFTWARE\_DESIGN

```
129 //draw left wheel
130 stroke(0);
131 strokeWeight(2);
132 fill(5,5,5);
133 ellipseMode(CENTER);
134 ellipse(60,330,60,60);
135 fill(215,226,223);
136 ellipse(60,330,30,30);
137
138 //draw car's door
139 //draw right door
140 stroke(0);
141 strokeWeight(2);
142 line(290,280,290,320);
143 fill(120,118,160);
144 curve(270,280,290,280,270,257,260,270);
145 line(200,320,200,250);
146 line(290,320,200,320);
147 stroke(0);
148 fill(52,62,81);
149 rect(220,280,20,10);
150
151 //draw left door
152 stroke(0);
153 strokeWeight(2);
154 line(100,320,190,320);
```

# Part Five: Processing Code

PROJECT\_A\_SOFTWARE\_DESIGN

```
155 line(190,320,190,247);
156 fill(120,118,160);
157 curve(110,290,100,320,70,280,100,280);
158 curve(110,280,70,280,130,240,120,270);
159 stroke(0);
160 fill(52,62,81);
161 rect(95,280,20,10);
162
163 //draw text on the left door of the car
164 PFont F= createFont("Georgia",20);
165 String S1 = "UBER";
166 stroke(0);
167 strokeWeight(2);
168 textAlign(F);textSize(20);
169 text(S1,170,290);
170
171 //draw car's windows
172 //draw right window
173 line(270,257,270,240);
174 line(130,240,130,220);
175 line(200,250,200,221);
176 line(190,250,190,221);
177
178 //draw car's lights
179 //draw front light
180 stroke(0);
```

PROJECT\_A\_SOFTWARE\_DESIGN

```
180 stroke(0);
181 strokeWeight(1);
182 fill(235,247,4);
183 triangle(380,310,390,320,380,320);
184 //draw back light
185 fill(255,0,0);
186 triangle(40,260,40,280,20,280);
187
188 //draw the text "Ride With Santa" at the bottom
189 PFont f= createFont("Georgia",64);
190 String S = "Ride With Santa";
191 textAlign(RIGHT);
192 stroke(0);
193 strokeWeight(2);
194 fill(31, 94, 31);
195 textSize(40);
196 text(S,330,410);
197
198 //draw Christmas tree
199 // draw the trunk part
200 beginShape();
201 stroke(0);
202 strokeWeight(1);
203 fill(68, 52, 15);
204 vertex(430,470);
205 vertex(430,490);
```

PROJECT\_A\_SOFTWARE\_DESIGN

```
206 vertex(400,490);
207 vertex(400,470);
208 endShape();
209
210 //draw the leaves part
211 beginShape();
212 stroke(0);
213 fill(15,68,22);
214 strokeWeight(1);
215 vertex(460,470);
216 vertex(440,450);
217 vertex(450,450);
218 vertex(430,430);
219 vertex(440,430);
220 vertex(420,410);
221 vertex(430,410);
222 vertex(416,390);
223 vertex(400,410);
224 vertex(410,410);
225 vertex(390,430);
226 vertex(400,430);
227 vertex(380,450);
228 vertex(390,450);
229 vertex(370,470);
230 endShape(CLOSE);
231
```

# Part Five: Processing Code

The screenshot shows the Processing IDE interface with the title bar "PROJECT\_A\_SOFTWARE\_DESIGN". The code editor contains Java code for drawing a Christmas tree and a red gift box. The code uses various Processing functions like noStroke(), fill(), ellipseMode(), ellipse(), rectMode(), rect(), beginShape(), vertex(), and endShape(). The code is numbered from 232 to 257.

```
232 //draw Christmas tree Dicorations starts from downen to up of the leaves part ^  
233 noStroke();  
234 fill(225);  
235 ellipseMode(CENTER);  
236 ellipse(430,460,5,5);  
237 fill(140);  
238 ellipse(400,460,5,5);  
239 fill(255,100,50);  
240 ellipse(420,440,5,5);  
241 fill(100,0,100);  
242 ellipse(410,430,5,5);  
243 fill(225,80,80);  
244 ellipse(415,415,5,5);  
245 fill(255,100,80);  
246 ellipse(400,445,5,5);  
247 fill(225,200,200);  
248 ellipse(435,445,5,5);  
249  
250 //draw a red gift box at the left side of Christmas tree on the bottom  
251 //draw the gift box shapes  
252 stroke(0);  
253 fill(225,0,0);  
254 rectMode(CENTER);  
255 rect(290,470,40,40);  
256 beginShape();  
257 vertex(310,490);
```

The screenshot shows the Processing IDE interface with the title bar "PROJECT\_A\_SOFTWARE\_DESIGN". The code editor contains Java code for drawing green strings on a gift box. The code uses beginShape() and vertex() functions to create a polygonal shape. The code is numbered from 258 to 283.

```
258 vertex(320,470);  
259 vertex(320,430);  
260 vertex(310,450);  
261 endShape(CLOSE);  
262 beginShape();  
263 vertex(320,430);  
264 vertex(285,430);  
265 vertex(270,450);  
266 vertex(310,450);  
267 endShape(CLOSE);  
268 //draw green strings(gift box)  
269 //draw green strings on the gift box(vertical string 1)  
270 beginShape();  
271 stroke(0);  
272 fill(31,94,31);  
273 vertex(295,490);  
274 vertex(295,450);  
275 vertex(285,450);  
276 vertex(285,490);  
277 endShape(CLOSE);  
278 //draw the green strings on the gift box( vertical string 2)  
279 beginShape();  
280 vertex(295,450);  
281 vertex(310,430);  
282 vertex(300,430);  
283 vertex(285,450);
```

# Part Five: Processing Code

PROJECT\_A\_SOFTWARE\_DESIGN

```
284 endShape(CLOSE);
285
286 //draw a horizontal green string (1)
287 beginShape();
288 vertex(310,475);
289 vertex(310,465);
290 vertex(270,465);
291 vertex(270,475);
292 endShape(CLOSE);
293
294 //draw a horizontal green string (2)
295 beginShape();
296 vertex(320,460);
297 vertex(320,450);
298 vertex(310,465);
299 vertex(310,475);
300 endShape(CLOSE);
301
302 //draw a bow on the top of the gift box
303 beginShape();
304 vertex(310,435);
305 vertex(305,445);
306 vertex(295,435);
307 vertex(285,445);
308 endShape(CLOSE);
309
```

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```
308 endShape(CLOSE);
309
310 //draw candy cane at the bottom on the left side of the gift box
311 //draw the candy cane shape
312 beginShape();
313 stroke(255,0,0);
314 strokeWeight(2);
315 fill(255);
316 vertex(205,485);
317 vertex(240,450);
318 vertex(240,430);
319 vertex(220,430);
320 vertex(210,440);
321 vertex(210,450);
322 vertex(220,440);
323 vertex(230,440);
324 vertex(230,450);
325 vertex(200,480);
326 endShape(CLOSE);
327 stroke(225,0,0);
328 //draw red lines on the candy cane shape
329 strokeWeight(2);
330 line(215,475,207,474);
331 line(220,470,210,470);
332 line(230,460,220,460);
333 line(235,455,225,455);
```

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```
333 line(235,455,225,455);
334 line(240,450,230,450);
335 line(240,445,230,445);
336 line(240,440,240,440);
337 line(230,430,230,440);
338 line(240,430,230,440);
339 line(220,430,220,440);
340 line(240,440,230,440);
341 line(225,465,215,465);
342 line(225,430,225,440);
343 line(215,435,215,445);
344 }
345
346 }
```

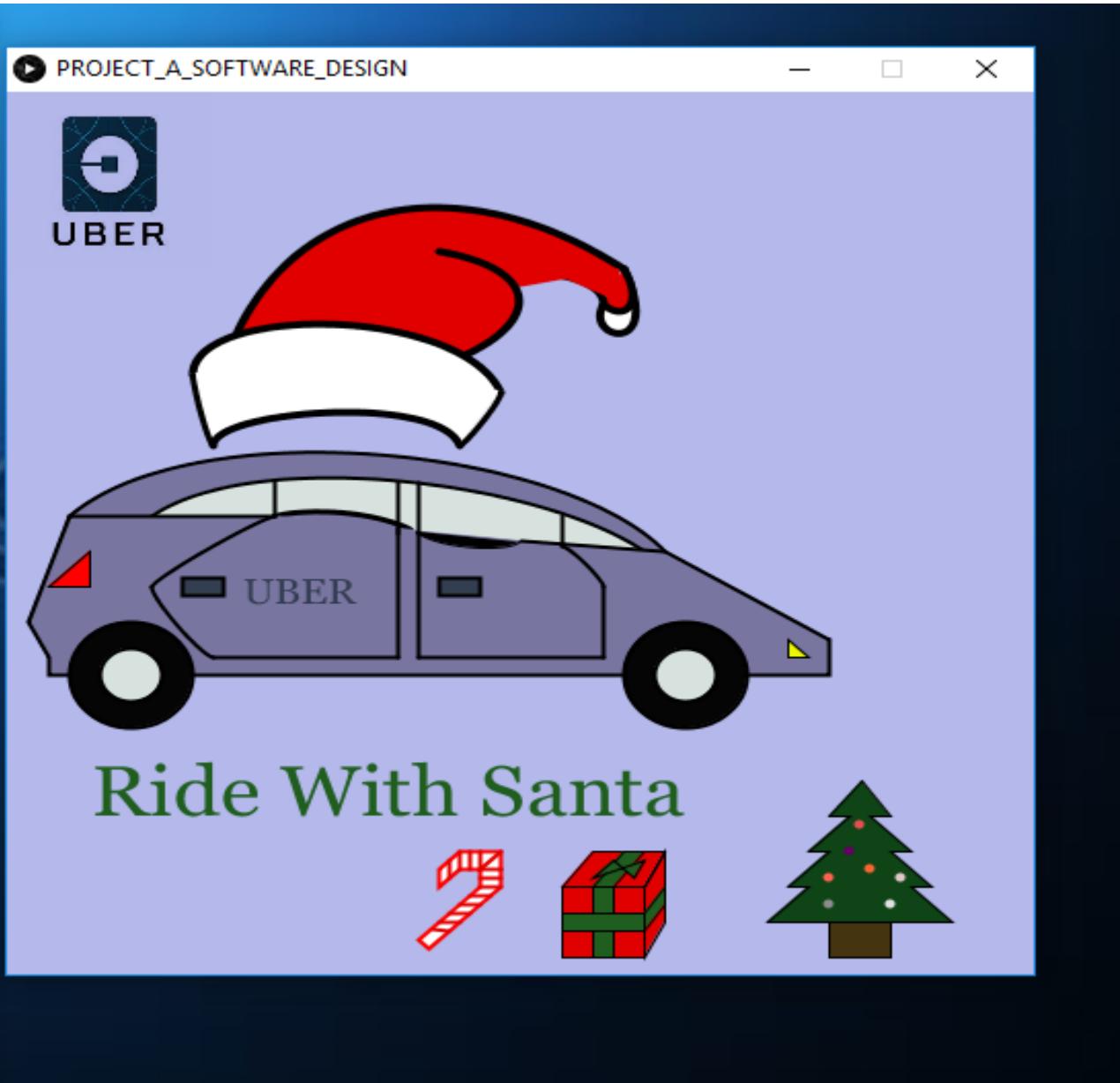
## Part Five: Processing Code

PROJECT\_A\_SOFTWARE\_DESIGN | Proc... File Edit Sketch Debug Tools Help Java ▾

PROJECT\_A\_SOFTWARE\_DESIGN

```
1 // page setup
2 PImage logo;
3 void setup() {
4   size(500,500);
5   smooth ();
6   background(180, 184, 234);
7   logo=loadImage ("uber.jpg");
8   imageMode(CORNER);
9
10 }
11
12 //Set up the logo
13 void draw(){
14   background(180, 184, 234);
15   image(logo,0,0,100,100);
16   tint(180, 184, 234);
17
18 //draw the bottom car shape
19 //draw top car's curves
20 stroke(0);
```

Console Errors



## Part Five: Final Rendering

