Code

```
var img;
var initials ='mm'; // your initials
var choice = '1'; // starting choice, so it is not empty
var screenbg = 250; // off white background
var lastscreenshot=61; // last screenshot never taken

function preload() {
// preload() runs once, it may make you wait
// img = loadImage('knife.jpg'); // knife.jpg needs to be next to this .js file
// you can link to an image on your github account
img = loadImage('https://dma-git.github.io/images/cat2-sm.jpg');
}

function setup() {
createCanvas(600, 600); // canvas size
background(0); // use our background screen color
}

function draw() {
if (keyIsPressed) {
choice = key; // set choice to the key that was pressed
clear_print(); // check to see if it is clear screen or save image
}
if (mouseIsPressed) {
```

```
newkeyChoice(choice); // if the mouse is pressed call newkeyChoice
}
}

function newkeyChoice(toolChoice) { //toolchoice is the key that was pressed
// the key mapping if statements that you can change to do anything you want.
// just make sure each key option has the a stroke or fill and then what type of
// graphic function

if (toolChoice == '1' ) { // first tool //mousepressed

textSize(32);
text("Hello", 10, 30);
fill(0, 102, 153);
fill(random(255));
ellipse(270, 120, 190, 200);
} else if (toolChoice == '2') { // second tool
stroke(random (255), random (255), random (255));
strokeWeight (5);
line(pmouseX, pmouseY, mouseX, mouseY);
} else if (toolChoice == '3') { // third tool
fill (random (255), random (255), random (255));
noStroke();
rect(mouseX, mouseY, 20, 20, 3);
line(pmouseX, pmouseY, mouseX, mouseY);
} else if (toolChoice == '4') {
```

```
fill (random(255));
noStroke ();
ellipse(mouseX, mouseY, 20, 20, 3);
} else if (key == '5') { // this tool calls a function

stroke(255, 255, 0);
line(mouseX, mouseY, pmouseX, pmouseY);

} else if (toolChoice == '6') {

stroke(200);
line(mouseX, mouseY, pmouseX, pmouseY);
} else if (toolChoice == '7') {
noStroke();
fill(0, 0, 200);
rect(mouseX, mouseY, 20, 20);
} else if (toolChoice == '8') {
noStroke();
fill(200, 0, 0);
rect(mouseX, mouseY, 20, 20);
} else if (toolChoice == '9') {

fill(random(255));
rect(mouseX, mouseY, 40, 40);
} else if (toolChoice == '0') { ///rainbow like circles
noStroke();
```

```
fill(random(255), random(255), random(255), 200);
ellipse (pmouseX, pmouseY, 40, 40);
} else if (toolChoice == 'g' ll toolChoice == 'G') { // g places the image we pre-loaded
image(img, mouseX, mouseY);
}
}



function self_portrait() {
// this function draws a self portrait when called
// you will need to call this, perhaps as one of your keypress functions
}

function clear_print() {
// this will do one of two things, x clears the screen by resetting the background
// p calls the routine saveme, which saves a copy of the screen
if (key == 'x' ll key == 'X') {
background(screenbg); // set the screen back to the background color
} else if (key == 'p' ll key == 'P') {
saveme(); // call saveme which saves an image of the screen
}
}

function saveme() {
//this will save the name as the intials, date, time and a millis counting number.
```

```
// it will always be larger in value then the last one.
filename=initials+day() + hour() + minute() +second();
if (second()!=lastscreenshot) { // don't take a screenshot if you just took one
saveCanvas(filename, 'jpg');
}
lastscreenshot=second(); // set this to the current second so no more than one per second
}
```