

Tutorial 1

Task 1

Go to: processing.org/reference

and find the command for drawing circles.

Change the example code from the lecture to display a moving circle.

Tip: Such as a square is a special case of a rectangle, you should look for the abstraction of a circle.

What happens to the position of the object if you change the rectangle to a circle?

Task 2

Change the direction of the circle's movement in the opposite direction.

Task 3

Change the direction of the movement from horizontally to vertically.

Task 4

Try to use variables for other values in the sketch. Don't be afraid of breaking things!

```
int x;

void setup () {
  size(600,600);
  x = 100;
}

void draw () {
  background(0);
  x = x+1;
  rect(x,200,200,200);
}
```