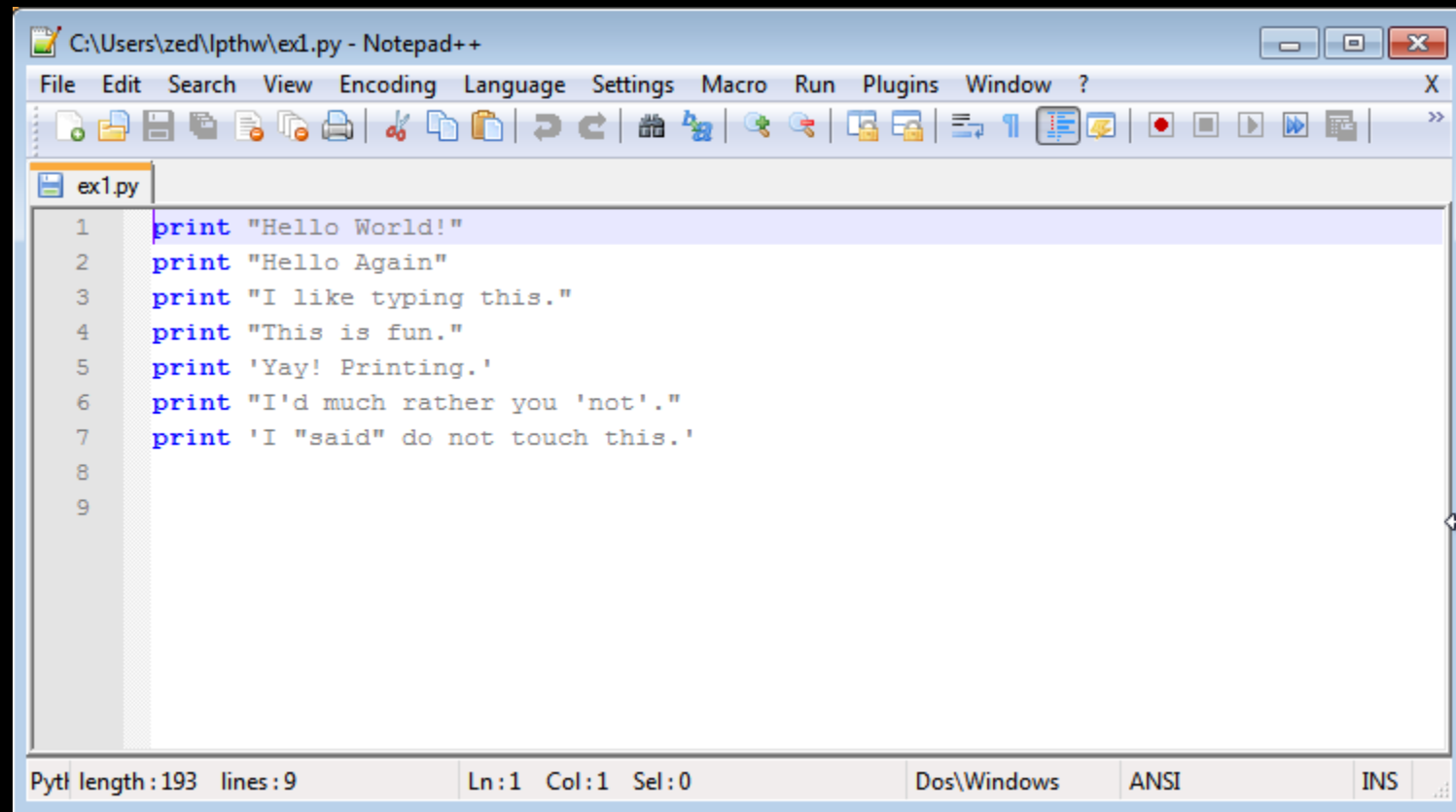


An abstract graphic consisting of several overlapping, wavy, translucent lines in shades of green and blue. These lines flow from the top left towards the center of the frame, creating a sense of movement and depth against the solid black background.

Processing

Processing is for writing software to make images, animations and interactions.

Let's learn to program!



C:\Users\zed\lpthw\ex1.py - Notepad++

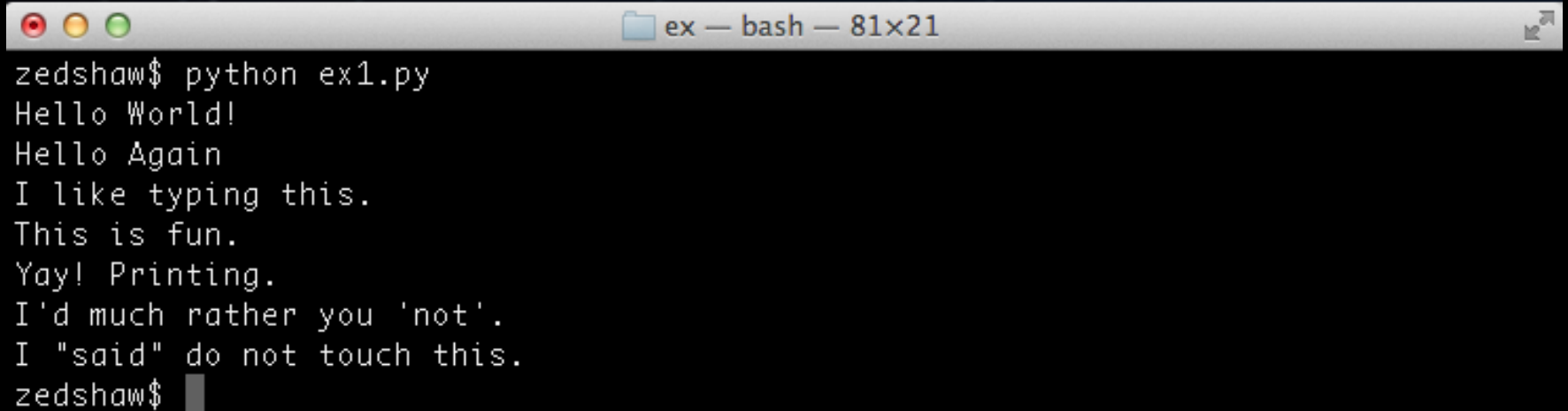
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?

ex1.py

```
1 print "Hello World!"
2 print "Hello Again"
3 print "I like typing this."
4 print "This is fun."
5 print 'Yay! Printing.'
6 print "I'd much rather you 'not'."
7 print 'I "said" do not touch this.'
```

Pytl length: 193 lines: 9 Ln: 1 Col: 1 Sel: 0 Dos\Windows ANSI INS

Let's learn to program!

A terminal window with a title bar containing three colored window control buttons (red, yellow, green) on the left, a folder icon and the text "ex — bash — 81x21" in the center, and a maximize button on the right. The terminal content shows a user prompt "zedshaw\$" followed by the command "python ex1.py". The output of the script is printed line by line: "Hello World!", "Hello Again", "I like typing this.", "This is fun.", "Yay! Printing.", "I'd much rather you 'not'.", and "I \"said\" do not touch this.". The prompt "zedshaw\$" is shown again at the end with a cursor block.

```
zedshaw$ python ex1.py
Hello World!
Hello Again
I like typing this.
This is fun.
Yay! Printing.
I'd much rather you 'not'.
I "said" do not touch this.
zedshaw$
```

ZZZZZZZZZZ



Casey Reas and Ben Fry



The idea is to write a single line of code, and have a circle show up on the screen. Add a few more lines of code, and the circle follows the mouse. Another line of code, and the circle changes color when the mouse is pressed.

(note to self: attempt demo)

We call this *sketching* with code. You write one line, then add another, then another, and so on. The result is a program created one piece at a time.

setup() runs once

draw() runs over and over

Built-in functions

ellipse()

triangle()

rect()

image()

line()

background()

stroke()

fill()

"Processing seeks to ruin the careers of talented designers by tempting them away from their usual tools and into the world of programming and computation. Similarly, the project is designed to turn engineers and computer scientists to less gainful employment as artists and designers"

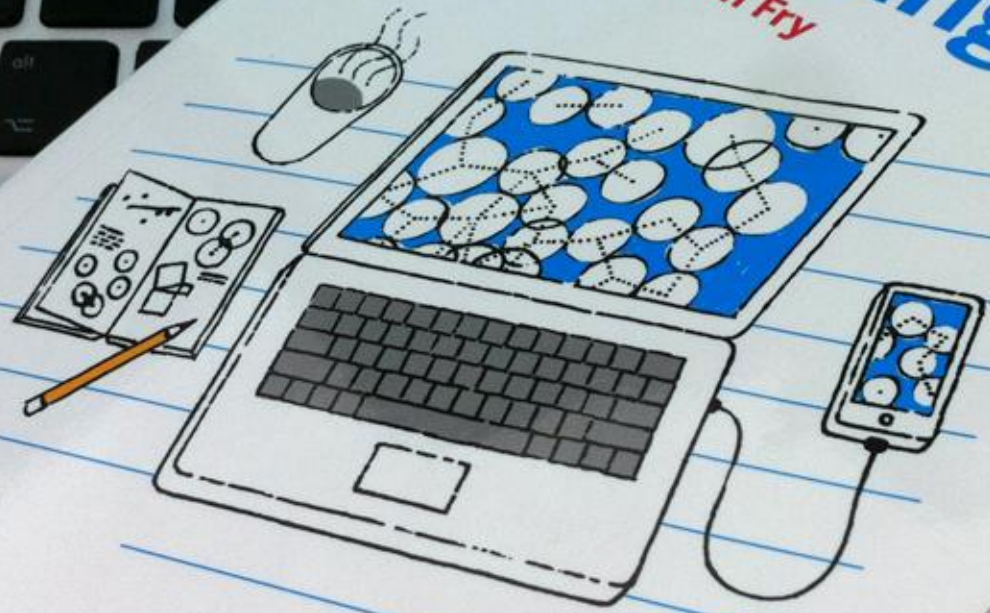
Cool Stuff

Make: PROJECTS

Getting Started with Processing

Casey Reas & Ben Fry

A HANDS-ON INTRODUCTION TO MAKING INTERACTIVE GRAPHICS



O'REILLY

Make:
makezine.com