# Portfolio

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## Week 1

### Aim

To create a program using Processing. The program must draw a vehicle (car) and said vehicle must be drawn using simple shapes (only the commands provided). Each shape must be made using variables vX and vY (in a similar manner to what is seen in Zoog with variables).

Some aspect of the vehicle must be attributed to randomness.

The final program will have the vehicle follow the mouse.

### Code

int vX;

int vY;

float colourC = random(256);

float colourW = random(256);

void setup() {

fullScreen();

vX = width/2;

vY = height/2;

}

void draw() {

vX = mouseX-125;

vY = mouseY-50;

background(0,0,255);

noStroke();

fill(colourC);

rect(vX, vY, 200, 100);

noStroke();

fill(colourC);

rect(vX+50, vY-50, 120, 50);

noStroke();

fill(colourC);

rect(vX+200, vY+25, 50, 75);

noStroke();

fill(colourC);

triangle(vX+20, vY, vX+50, vY-50, vX+50, vY);

noStroke();

fill(colourC);

triangle(vX+200, vY, vX+170, vY-50, vX+170, vY);

noStroke();

fill(colourC);

triangle(vX+200, vY, vX+200, vY+25, vX+250, vY+25);

noStroke();

fill(colourW);

ellipse(vX+50, vY+100, 25, 25);

noStroke();

fill(colourW);

ellipse(vX+200, vY+100, 25, 25);

}