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Group 4

Reading 1; Part 2

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## “Flower Power”

### Language Requirements and Documentation:

2a. center of the canvas, the circular object of choice (coin, the bottom of the cup, bottle cap, etc)

2b. center, up, down, clockwise, around

2c. flower\_petals, circle, (random) color, curly bracket, octagon

2d. Repeat: drawing flower petals around the circle until the user reaches the start of the loop.

The user can also draw flower petals in between the petals if they wish to add more depth to the drawing. Use different colors for the petals to be extra fancy.

2e. cross-hatching,

2f. The objective is to instruct the user to draw a sunflower. The method involves drawing many modified curves around a circle using basic navigational directions. If the user wishes, they may use different colored utensils to add more petals to the flower.

**References:**

**Canvas:**

*the area in which the drawing will be made*

**Pen:**

*The tool which the user will use to create the drawing*

**Move:**

*The direction in which the user will move their hand*

(Up): *The user will move the pen upwards*

(Down): *The user will move the pen downwards*

(Clockwise): *The user will move in a clockwise direction*

(Center): *Used for the center of the canvas*

(Around): *Used for drawing a shape around the circle*

**Units:**

*The measurement in which how many spaces the pen will move*

Spaces (circular object): *The pen will move based on the circular object of the user's choice*

**Draw:**

*The code in which the user draws on the canvas*

(circle): *draws a circle. Size is determined by the user's circular object of choice*

(flower\_petal): *draws a flower petal. Size is determined by the user*

(heart\_shape): *draws a heart shape. Size is determined by the user*

### **Location:**

*The specific place or position*

(RightofCircle): *Right of last made circle*

(LeftofCircle): *Left of last made circle*

(TopofCircle): *Above last made circle*

(BottomofCircle): *Bottom of last made circle*

### **Size:**

(Top\_Cup): *Trace the lid of the cup*

(Bottom\_Cup): *Trace bottom of cup*

(BottleCap): *Trace bottle cap*

(Coin): *Trace coin of choice*

### **Fill:**

(CrossHatch) = *Fill with cross hatching*

(Dotting) = *Fill with Dots*

Simple Instructions (Santino Santos):

1. Prepare drawing by having canvas, a coin of choice, and a drawing utensil. Colored pens are optional
2. Start from the center of the canvas
3. Draw an octagon. Size is dependent on the chosen circular object (coin, the bottom of the cup, bottle cap, etc)
4. Moving up two coins-width from the center of the octagon, draw an upside-down heart
5. Repeat the process for the remaining sides of the octagon until you filled each side with hearts
6. If the user has different colored utensils, they may decide to outline each heart shape in different colors. Else, proceed with the original color.
7. The user should have either a nice-looking sunflower or an abstract, messy-looking flower (which is still fine).
8. End program

Coded Instructions (Santino Santos):

.canvas }

Color: "paper white";

Pen: random(color);

}

Move pen center = canvas;

Draw octagon;

Size = coin;

}

Move pen two coins width to octagon = top;

Draw heart (rotation = 180);

Move pen down two coins width corner;

Move the pen to the right two coins width corner;

Draw heart (rotation = 180);

Repeat moving pen down and right two coins width and drawing heart (rotation = 180);

End repeat;

}

Draw = end

Simple Instructions (Eddy Benitez):

1. Start from the center of the canvas.
2. Using a red colored pencil draw a circle the same size as a quarter. The circle's origin must be equal to the center of the page.
3. Move to the upper left corner of the canvas.
4. Using a green colored pencil draw a close curly bracket } the width of a flower petal.
5. Continue to repeat this drawing adjacent to all edges of the canvas in a clockwise direction.
6. Move to the upper left corner and repeat this step. Make the curly brackets half the size of step 5.
7. Using a black color add 5 dots within each curly bracket } from step 6.
8. End program.

Coded Instructions:

```
Void Canvas(){  
color(white);  
}  
  
Void draw{  
stroke(red);  
circle(width/2,height/2, quarter);  
for( int x=0; x<width; x+=50){
```

```
for( int y=0; y<width; y+=50){  
    stroke(green);  
    Curlybracket(0,0, flowerpetal);  
  
    dot();  
}  
}  
}
```

Alex

### Simple Instructions

- Grab paper
- Grab pen
- Draw circle in middle of paper, diameter = top cup
- Fill circle with a bunch of cross hatching
- On right side of circle trace another circle, diameter = bottom of cup
- Repeat this circle command clockwise around the middle circle until you complete the loop
- If you have color then color in the petals of the flower
- Else use a little dotting on the petals
- From the bottom of the flower, draw one line until bottom of page

### Simple Instructions #2

- Center of paper, draw one circle, diameter = top of cup
- Move left one full top of cup
- Draw another circle on full top of cup in diameter
- If there is empty space surrounding circle, repeat circle
- When circle is completely surrounded, end loop
- From center circle, move half a cup down
- Draw a line going down two cups in length

### Coded Instructions:

```
.canvas {  
Color: paper(white);  
Draw: random(color);  
}  
CenterCircle;  
{  
  
MovePen(center Canvas);
```

```
    Draw Circle;  
    size(TopCup);  
    Fill(CrossHatch);  
  
}  
PetalCircle;  
{  
Location = RightofCircle;  
Draw Circle;  
size (bottomCup);  
If ;  
Around (circle) = empty;  
Repeat (PetalCircle);  
Else;  
Fill(petals) = dots);  
}  
Draw = end;
```

### Simple Instructions (Omar)

- 1) Grab a piece of paper and writing utensils
- 2) Draw a coin size circle wherever you want on the paper
- 3) Then continue to draw flower petals around the coin
- 4) Once completed repeat the process around the petals and so on (if you have different colors to use switch them every time you repeat the process)
- 5) Once you feel satisfied or the page is filled stop
- 6) Admire your artist work
- 7) End of the drawing

### Coded Instructions (Omar)

Counter = satisfaction

voidCanvas {

    Color(random);

    Size(random);

    Pen(random,random,random);

    Flower Petal (random size)

}

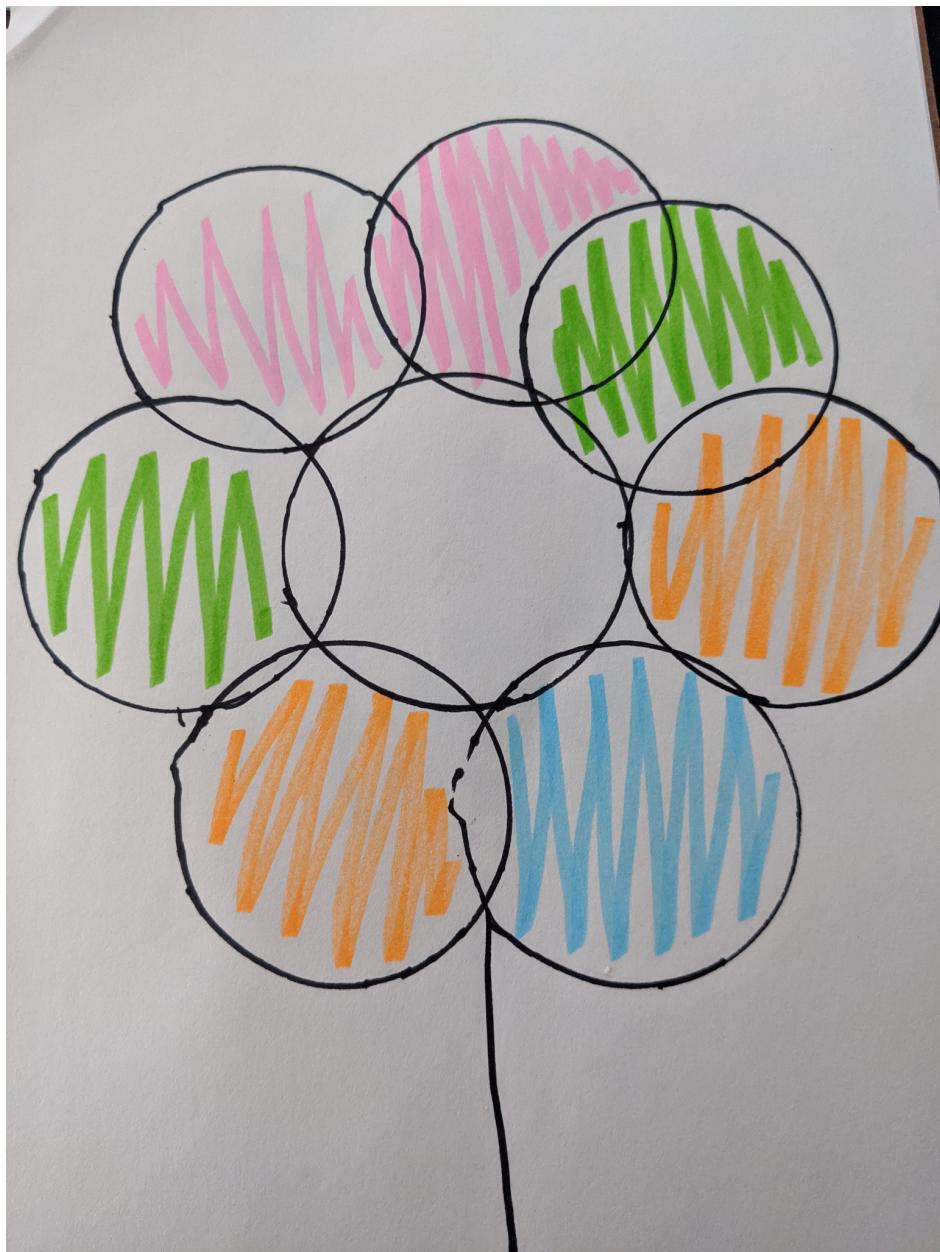
voidDraw {

    Move Coin(random,random,size(coin),size(coin)) = Canvas;

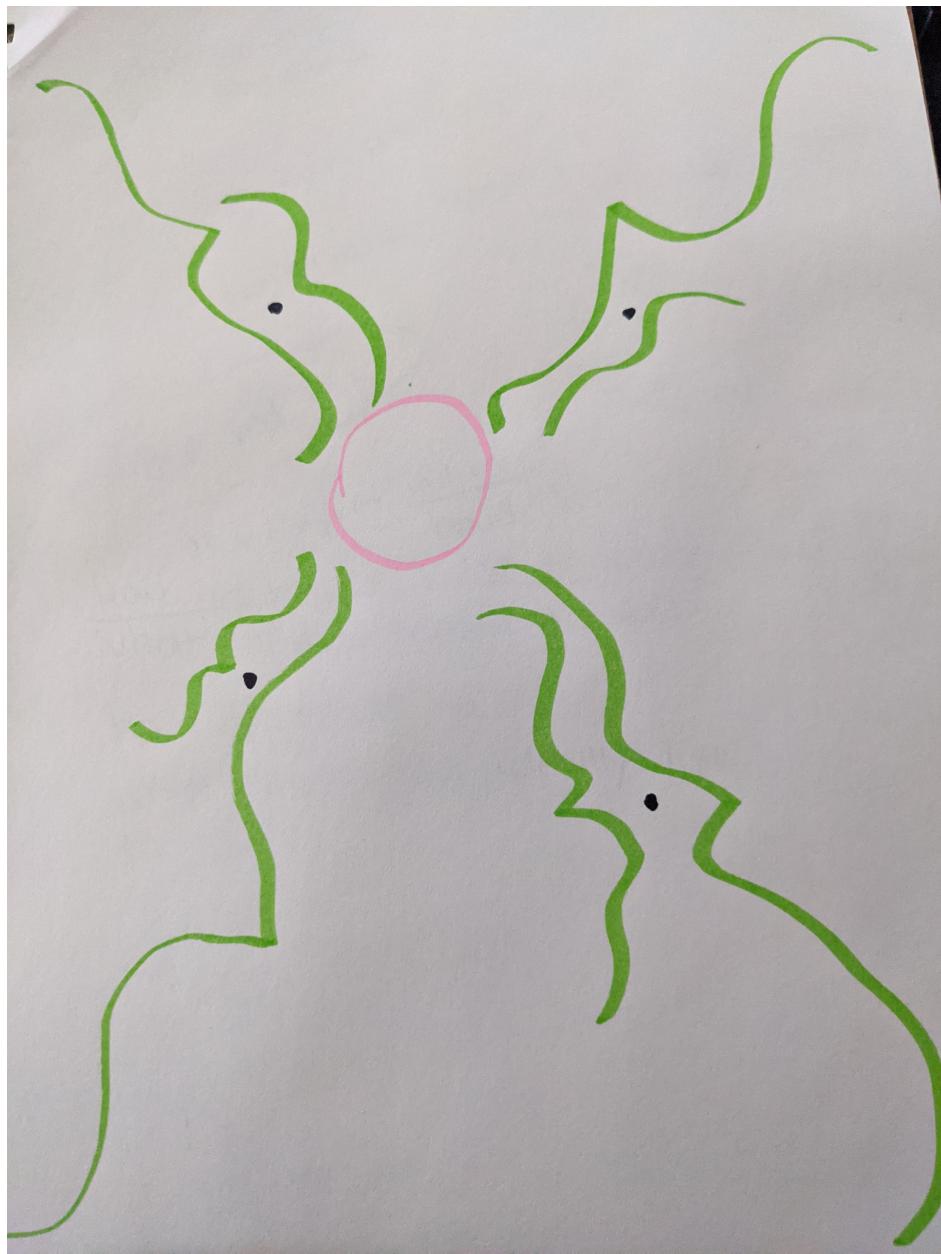
    If user = (Counter) then stop {

        Draw flower petals around coin;

        Fill (Crosshatch)



Tino draws Alex's instructions

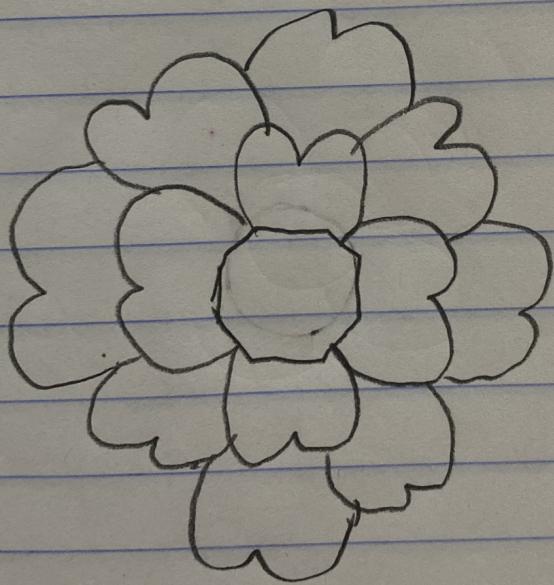


Tino draws Eddies instructions



Alex draws Omar's instructions

Santino



Omar draws Tino's drawing