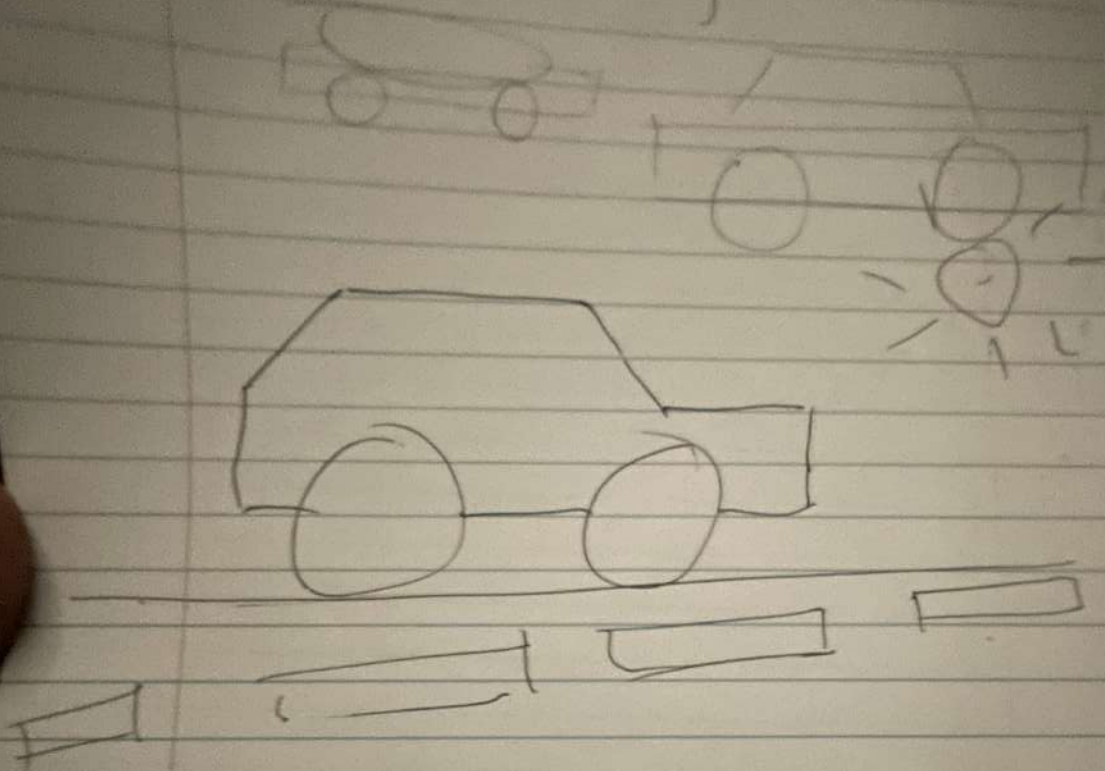


## 2D interactive drawing



expanding lines Draw-Line colour = color.Blue  
 Vector 2 lineposition 1 = new Vector2(x, y);  
 Vector 2 lineposition 2 = new Vector2(x, y);

lineposition 2.x = (r \* (float) Math.cos(Time.secondsElapsed) + lineposition 1.x)  
 " 2.y = (radius X " " " " " " " " + lineposition 1.y) \* X

Draw-Line(lineposition 1, lineposition 2);

same but Cos and Sin to rotate



800 x 600 Adobe-Illustrator-AI2 - Drawing  
Pixel drawing sketch

Arrays

int[], float[], Vector2[], Color[]

Loops

for, while, do while, for each

Randomness

Draw

(x, y), Shapes

RGB

Input + {}

compound  
graph

Multiple shapes

Comments