WORKSHOP

PROGRAMMING CLUB

GUNN HACKS

- gunnhacks.com
- 2nd Hackathon - beginner focused
- March 25-26 7PM-7PM
- Send us an email if you do apply!

DEMO NIGHT

- March 12th - 4:30PM-7:00PM
- EventBrite coming out tonight.
- Great opportunity to meet people just like you in other schools. Broaden your network.
- Give out a Demo and get feedback from professionals!
- Speakers.

CONTINUE-SOCCER: HTTP://BIT.LY/SMHS-W3-1

- What we learned:
  - `createCanvas(x,y)` -> Allows you to create a space of x-pixels width and y-pixels height where JavaScript can run and work.
  - `background(r,g,b)` -> set a background color with RGB notation -> *amount* of red, green, blue (Ranges from 0-255).
  - `createSprites(x,y,a,b)` -> create a sprite at (x,y) coordinates. with width a-pixels and b-pixels height.

JAVASCRIPT VARIABLES

- In all programming languages, variables are used to store *data*, information into a variable that can be accessed within your code.
- Just like in math we store x = 3, we can do the same in JavaScript

```
-> var x = 3;
```

- In this case, we will use it to store a sprite, that way it's easier to access in my code.
- `var player = createSprite(125,400,50,50);`
- Now the variable player will hold the data for a sprite at coordinates (125,400) with width 50 pixels and height 50 pixels.

MAKING THE SPRITE FOLLOW YOUR CURSOR

- As we stored the sprite in `player` , we can change the position of it with the following code:
- `player.position.x = 10;`
- `player.position.y = 30;`
- This will change the sprite coordinates to (10,30).
- If we wanted it to follow the mouse, we set
- `player.position.x = mouseX; <- Set mouse x-position`
- `player.position.y = mouseY; <- Set mouse y-position`

CONTINUING

- http://bit.ly/W3-CONT-1
- Dribbling ball.