

CIT 590 Assignment 7: Draw a Picture

Fall 2016, David Matuszek

Purposes of this assignment

- Get you started with Processing.
- Get you started with (simplified) Java syntax.

General idea of the assignment

Using Processing, draw a picture. Turn in your program, along with a screenshot of the result.

Details

Your program should be *at least* 50 lines long. This restriction is for those of you who would like to do the absolute minimum of work; I expect most drawings will be quite a bit longer.

The picture should be static--no animation. That's for a later assignment.

For our convenience, give your program a distinctive name (not something like "picture" or "drawing.") Give your screenshot a similar, distinctive name. The screenshot should consist of just the Processing window, not the entire computer screen.

Sign your picture (near the bottom right), using the **text** method.

I would like to post some or all of your pictures. If you object to having your picture posted, please say so in a **text** near your name..

Style

All the usual. Variables should be given meaningful names. Use spaces around binary operators. Use proper indentation (unlike Python, Java doesn't care about indentation, but *I* do.) Use comments (**//**) to separate parts of your program.

We haven't talked about methods yet, so you probably won't use them; a Processing program can consist of just a list of statements. (You can use methods if you want to.) But just as methods should be kept short, blocks of your code should be kept short, separated by comments to say what you are doing next.

Added note: Processing allows you to write a program containing just statements and declarations, or just methods and declarations, but not both. In other words, if you write *any* methods, then all statements **must** be inside methods. Declarations, such as **int count = 0;**, may be outside methods; they define global

variables.

Grading

Your program should work, and should produce the same result as the picture you include with your submission (or similar, if you used random values). Otherwise, pay attention to style; your program should be clear and easy to read.

You won't be graded on artistic ability, but we reserve the right to add or subtract a few points for extreme cases.

Due date

For Processing, your "program" will consist of a folder/directory containing a **.pde** file, and possibly a **snapshot.properties** file. Put your screenshot in this folder. **Zip** the folder and turn it in to [Canvas](#) by **11:59pm Tuesday, October 25**.