Week 2:

On the second week, we have learned what and how to use variables, along with basic animation. Lets start off with variables. Variables are storage of a value which can be used later. For example, in the videos, they have used a variable called “eyesize” to change the size of the eyes. Creating a variable is extremely simple.

Var WordsOnWeek2Assignment = 64;

“Var” at the beginning signifies the computer that this is a variable. “WordsOnWeek2Assignment” is the name of the variable which can actually be changed to anything you want, maybe you want it to be named “x”. As for the “= 64” it is quite self-explanatory, all it does is set the value of the variable to 64. And as always, you end off with a semi colon.

As for animations now. The animations uses everything we have used prior to that. To make an animation, you simply have to create a function and make a drawing inside.

Once you are done, you need to change the position of the object on the X axis to a variable which you can call “X”(or anything you would like). Once you are done doing that, you can simply make the variable be equal to itself plus 1.

X = X + 1;

This works because all of this is inside of a function, and functions repeat themselves endlessly, so, what you are doing is simply redrawing something 1 pixel further to the right then before. I did forget to mention something, this does redraw it, meaning that you still have the same drawing from before. So what you can do is, inside of the function but before the drawing, you can set the background colour and as such, the previous image will be hidden. This should give you something a little like this.

Var x = 0;

draw = function() {

background(255,255,255);

fill(0,0,0);

rect(x, 200, 50, 50);

x = x + 1;

}

And there you go, a black square moving to the right of your screen.