Week 3:

This week was quite simple compared to the other ones. This week, we learned how to position something at your mouse’s location. We were presented with two new variables called mouseX and mouseY. As the name suggests, these variables get the X and Y coordinates(respectively) of your mouse. To make a program interactive or make an object move to your mouse’s location, it is quite simple to accomplish. Let’s use an ellipse as our example…

Using what we have learned previously as well, this ellipse can be moved by the cursor with one simple change.

ellipse(200, 200, 30, 30);

to…

ellipse(mouseX, mouseY, 30, 30);

this will make the ellipse follow the cursor(as long as it is in a function). Obviously it would keep adding it on the canvas so before doing so, you must repeatedly make the background white(or the color of your choice). This will make the ellipse follow your cursor, the rest is up to you. Maybe you want to change the size instead of the position? Maybe you want to change both things! How about inverting the controls? All these can be done by just messing with the values a bit.

ellipse(mouseY, mouseX, 30, 30); // Inverted controls O.o  
ellipse(200, 200, mouseX , mouseY ); // Variable size…  
  
and so on…

Although, something else you can do is use the same variables for both X and Y(size or position).

ellipse(200, 200, mouseX , mouseX ); // The size of the ellipse only maters to your x coordinates. Y does not care about its size… You are mean Y for not caring.

In recap, this week, we have learned about the mouseX and mouseY variables(which are used to get the X and Y positions of the cursor). This week was very fun to learn! :D