Week 4???:   
  
I already mentioned this in week 5 but sorry for the assignments being sent in a strange manner. I found the chart confusing as there is a cell skipped (in the graph in the lesson) and that disturbed me but now I understand exactly what I need to do. I have also found out why there is 2 weekly updates… I am enrolled in the second course and I think that it is making them show up as well. Anyways, here is the assignment.  
  
  
In week 4, we have learned about rescaling using variables, this is quite simple to accomplish. Lets create a variable… Why not call it size?? What’s that, too unoriginal?? Ok then, how about calling it… Scale\_of\_circle?? Why the underscores? Have I forgotten to mention it in week 2? Oh well. In variables, spaces are not aloud, for the name at least. You can use other characters for naming with spaces, but the most common ones are the underscore and the dash. Anyways, lets get back to the scaling.  
  
Var Scale\_of\_circle = 30;

We now have the variable set to 30! Lets create an ellipse now.  
  
ellipse(200, 200, 30, 30);

We have a circle 30 pixels tall and 30 pixels across, but I want to change them both easily… Let’s change the 30’s in the ellipse function to use our variable instead.

ellipse(200, 200, Scale\_of\_circle, Scale\_of\_circle);  
  
You usually want to use a smaller name for a variable as it is faster to write, but you wanted originality… hmff. Anyways, now if we change the value of our variable… Bingo! The circle is easily rescaled! :D   
  
  
  
In recap, this week, I have learned how to rescale an object using 1 variable, allowing me to edit one value instead of two.