Week 5???:

Just as a quick side note(not part of the actual assignment), I am a bit confused as to what week should have what. Sorry if the assignments are sent in a strange manner.

For week five, we have learned about strings/text and functions. Let’s start off with the strings! Strings is a term used for programming; They refer to text. To create a string, lets first start off with actually making the text appear.

text(“This is my text”, 200, 200);

This command creates the text that will appear on your screen. The text is placed at the coordinates provided, in this case… 200 for both X and Y (X goes first, Y second). Why the quotation marks? Good question! Remember variables being a thing? Well… the text can also use a variable! The quotation marks tell the text command that it is actual text and not a variable name! You could use a variable, but for this case scenario, I am using normal text. Although, if you want to use a variable, you simply make the variable but instead of typing a number, you type a string along with the quotation marks (“”)! Anyways…  
  
Why can’t I see the text? Simple answer, it is white! Have you ever tried writing with a pencil the same colour as paper? Yeahhhh… good luck finding it, you won’t need it if its coloured paper though(if the pencil is white that is…)! Anyways, lets just quickly change the text to appear black!

fill(0,0,0);

We meet again old friend! We want the text to be black, so… we do not provide any RGB values. AKA give it 3 good ol’ zero’s. You will more than likely notice that the text is quite small! Let’s fix that with this new command!

textSize(30);

This should fix it! The text now should appear the size of 30 pixels! I feel like it is a good time to mention that the position of the text will be starting from the bottom left corner! This means, the text won’t be centered, you have to do it yourself on that part I think.  
  
This is beautiful text we have here! This is my text being displayed on the screen… What more could I ask for?!  
  
  
  
Let’s now go to the functions! Functions are amazing! Chances are, you’ve been using them the entire time. Ellipse is a function, rect is a function, draw is a function and so on! Functions allow you to repeat multiple lines of code by typing one (plus the function)! Let’s make an example!

var myDrawingFunction = function() {

};

What’s that? You do not like the name? You know what, how about you name your function differently than mine? This could help you learn, and you will have a much better name than this one. Just quickly saying, it is a good practice to always have the first character in a variable name as a lower case (every word gets capitalized after that). Anyways, this here above, is a function. To create a function, you simply create a variable, but instead of giving it a number or a string… you give it “function()” followed by “ {}; ”. Everything in the braces (Squiggly brackets is the better name, by far, obviously) will be part of the function! For example, let’s make our function draw one rectangle and an ellipse.

var myDrawingFunction = function() {

rect(200, 200, 50, 30); // X position, Y position, X size, Y size.

ellipse(200, 200, 30, 30); // same as above.

};

There, now our function can draw these two shapes, although you will notice it doesn’t yet! The reason for this is that the function isn’t called yet (By called, I mean actually telling the program to use it)! Let’s do that now.  
  
myDrawingFunction();  
  
  
and there we go! We now have both shapes on the screen :D.  
  
  
  
In recap, this week, we have learned what strings are, how to display them(and edit their properties) along with functions and how to use them.