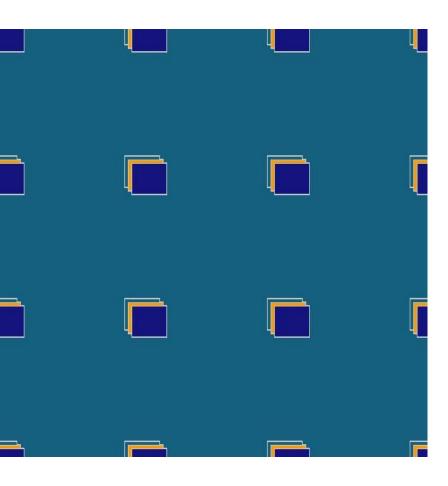
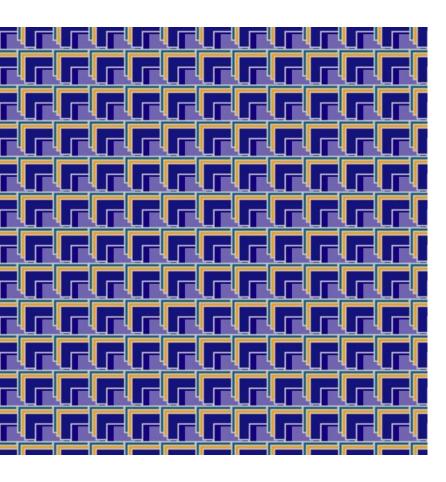
Aufgabe 2_Interaktives Raster

Maria Vazquez

```
float xweight;
float yweight;
void setup() {
    size(600,600);
    background(255);
void draw() {
  for (int x = 0; x \leftarrow width; x += 150) {
  for (int y = 0; y <= height; y += 150){
  ellipse(x,y,xweight,yweight);
  fill(21,96,127);
  rectMode(CENTER);
  fill(21,20,127);
  stroke(200);
  strokeWeight(1);
  rect(x+10,y+10,xweight,yweight);
save("Aufgabe2_Maria.jpg");
xweight = map(mouseX,0,width,0,50);
yweight = map(mouseY,0,width,0,50);
```



```
float xweight;
float yweight;
void setup() {
    size(600,600);
    background(21,96,127);
void draw() {
 for (int x = 0; x \leftarrow width; x += 200) {
 for (int y = 0; y <= height; y += 200){
  rectMode(CENTER);
 fill(21,96,127);
  stroke(200);
  strokeWeight(1);
  rect(x,y,xweight,yweight);
  rectMode(CENTER);
 fill(248,155,4);
  stroke(200);
  strokeWeight(1);
  rect(x+5,y+5,xweight,yweight);
  rectMode(CENTER);
 fill(21,20,127);
  stroke(200);
  strokeWeight(1);
  rect(x+10,y+10,xweight,yweight);
}
save("Aufgabe2_Maria.jpg");
xweight = map(mouseX,0,width,0,50);
yweight = map(mouseY,0,width,0,50);
```



```
float xweight;
float yweight;
void setup() {
    size(600,600);
    background(21,96,127);
void draw() {
 for (int x = 0; x \le width; x += 50) {
  for (int y = 0; y <= height; y += 50){
  rectMode(CENTER);
  fill(21,96,127);
  stroke(200);
  strokeWeight(2);
  rect(x,y,xweight,yweight);
  rectMode(CENTER);
  fill(248,155,4);
  stroke(200);
  strokeWeight(2);
  rect(x+5,y+5,xweight,yweight);
  rectMode(CENTER);
  fill(21,20,127);
  stroke(200);
  strokeWeight(2);
  rect(x+10,y+10,xweight,yweight);
  rectMode(CENTER);
  fill(21,0,127);
  stroke(200);
  strokeWeight(2);
  rect(x+25,y+25,xweight,yweight);
  rectMode(CENTER);
  fill(255,100);
  noStroke();
                                                       save("Aufgabe2_Maria.jpg");
  rect(x+25,y+25,30,30);
                                                       xweight = map(mouseX,0,width,0,50);
                                                       yweight = map(mouseY,0,width,0,50);
```