**Name: primeNumbers.pde**

**Examples:**

primeSieve()

**Description:**

Calculates prime numbers from given values start to finish.

**Syntax:**

IntList primeSieve(int start, int finish){  
}

**Parameters:**

start, finish

**Returns:**

IntList (list of integer values)

**Other notes:**

list.remove(0) in lines 23 and 24 gets rid of 0 and 1 (since they are neither prime nor even). However, this only applies if start value is 0. Also, this prints to the console. I haven’t figured out a way to implement the returned IntList.

# Name: Galaga.pde

## Examples:

1. displayShip()
2. bubble()
3. fireProjectile()
4. moveProjectile()
5. rectangle()

## Description:

Very primitive game of Galaga with a green circle as the target. displayShip() displays the ship (using rectangle()), bubble() creates the circle, fireProjectile() creates the projectile, and moveProjectile() moves it.

## Syntax:

All of the functions return void.

void function(){

}

## Parameters:

rectangle() takes parameters (x, y), which give it a location based on the origin rectangle.

## Returns:

None

## Other notes:

Shooting mechanism doesn’t work as well as it should, but the rest is fine.

# Name: CalculatingAngleVectors.pde

## Examples:

angleBetweenVectorsRect(ax, ay, bx, by)

## Description:

Calculates the angle between two vectors given their components

## Syntax:

angleBetweenVectorsRect(ax, ay, bx, by){

}

## Parameters:

Ax is the x component of A

Ay is the y component of A

Bx is the x component of B

By is the y component of B

## Returns:

Float

## Other notes:

I made a version that uses magnitude and angle, but later realized that you can just subtract the angle values from A and B…