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| **TEAM INFO** |  | **Name** | **ID** | **Lab Number (e.g. L01)** |
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| **Screenshot of question** | **Code** | **Screenshot of the output** |
|  | PImage img;  void setup(){  size(1014,1800);  background(0);  img = loadImage("1.jpg");  int w = img.width;  int h = img.height;  text("Image size: "+w+"x"+h,10,13);  }  void draw(){  imageMode(CENTER);  tint(255,127);  image(img,img.width/2,img.height/2);  tint(255,255);  imageMode(CORNERS);  image(img,img.width/4,img.height/4,3\*img.width/4,3\*img.height/4);    } | It is too big and the screen can not show all |
| **Screenshot of question** | **Code** | **Screenshot of the output** |
|  | PImage img;  int x=255;  int y=1;  void setup(){  size(1014,1800);  img = loadImage("1.jpg");  int w = img.width;  int h = img.height;  text("Image size: "+w+"x"+h,10,13);  }  void draw(){  background(0);  translate(500,500);  tint(255,x);  imageMode(CORNERS);  rotate(PI/5\*y);  image(img,500/y,500/y,2000/y,2000/y);  x=x-20;  y=y+1;  } |  |
|  | final int W=64, H=64; //tile width and height  PImage bk, player, platform1, platform2;  void setup(){  size(512,512);  bk = loadImage("background\_0.png"); // 512 x 512  player = loadImage("player\_0.png"); // 64 x 64  platform1 = loadImage("platform\_13.png");// 64 x 64  platform2 = loadImage("platform\_14.png");// 64 x 64  }  void draw(){  // set the background to background\_0.png  background(bk);  // draw the player image at (mouseX, 6\*H) - i.e. your player should move with mouseX  image(player,mouseX,6\*H);  // draw the platform at y = 7 \* H  imageMode(CORNERS);  image(platform1,0,7\*H);  image(platform2,3\*H,7\*H);  image(platform1,H,7\*H);  image(platform1,2\*H,7\*H);  } |  |