

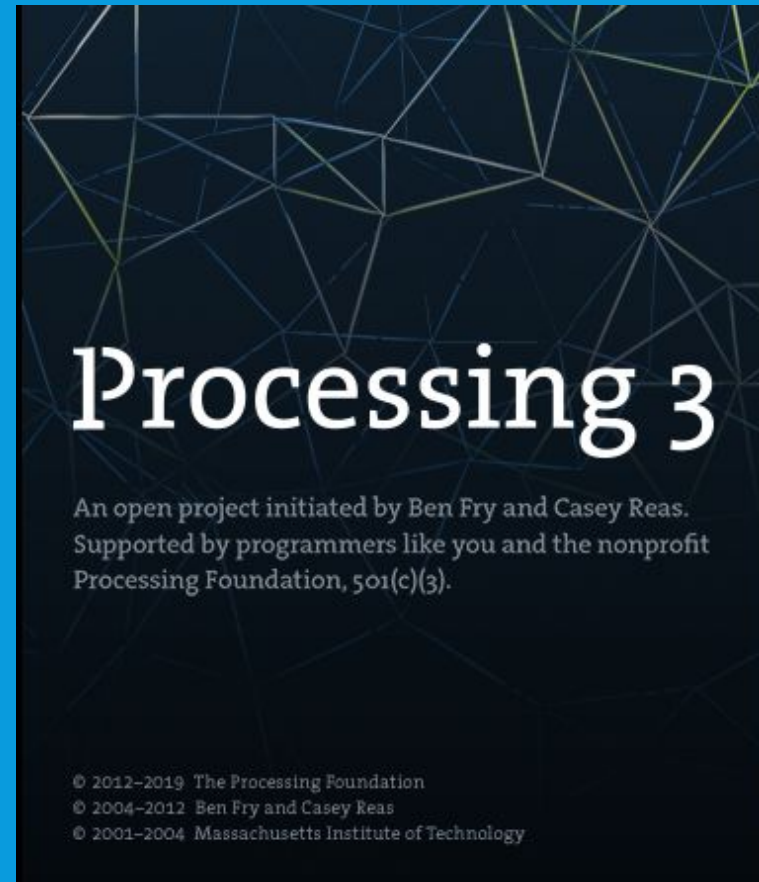
PROCESSING LANGUAGE

Zen Maker Lab

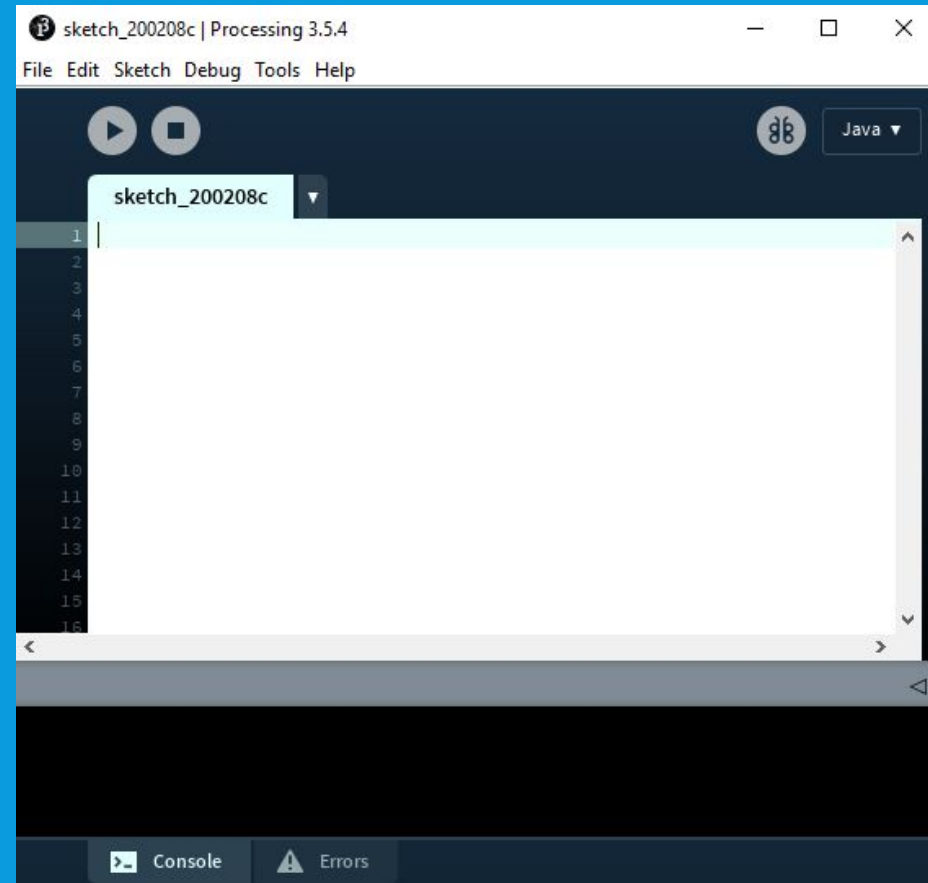
PROCESSING 3

- Download from:

<https://processing.org/>



USER INTERFACE



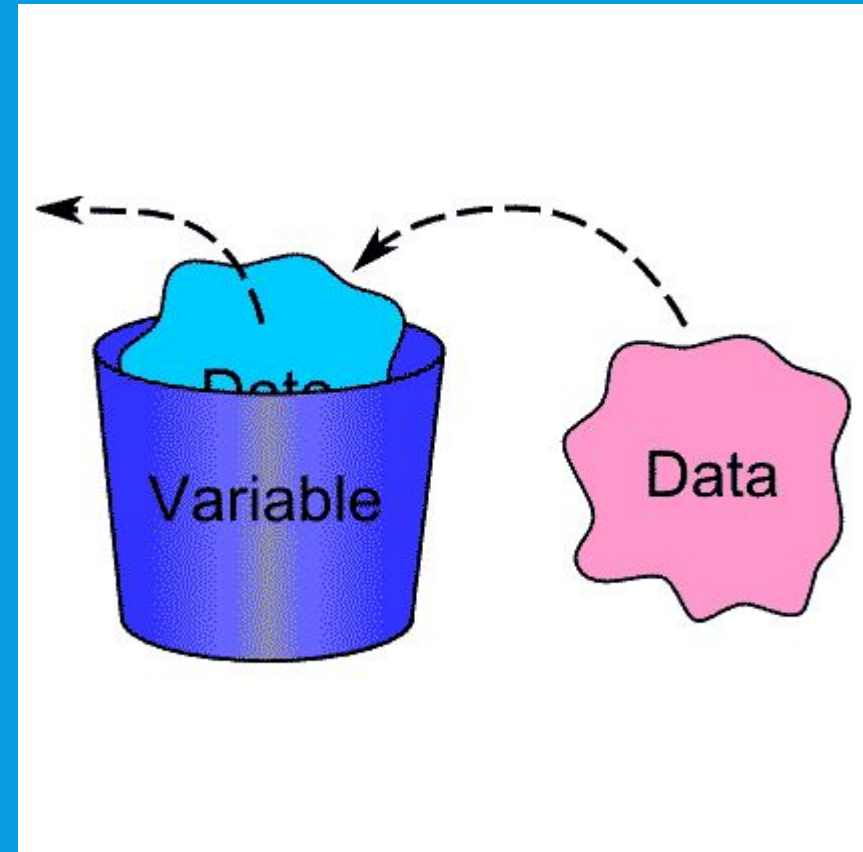
CODE STRUCTURE

```
▪ public void setup(){ //Runs once at the beginning
▪   size(480, 320);
▪
▪ }

▪ public void draw(){ //Runs forever!
▪   background(230);
▪
▪ }
```

VARIABLES

- Define with a type
 - Number
 - String
 - Boolean
 - Array
- Can be:
 - Filled with data =
 - Changed with new data
 - Compared with other data >, <, ==, !=
 - Assigned to other variables



VARIABLE TYPES

Definition:

```
type var_name;
```

Types:

boolean true, false

Byte 0 ~ 255

Char typographic symbols

Color RGB

Double -3.40282347E+38 ~ 3.40282347E+38

Float

Int -2,147,483,648 ~ 2,147,483,647

Long -9,223,372,036,854,775,808 ~ 9,223,372,036,854,775,807

COLORS

- RGB System

- `Background(0,0,255);`
- `color BGColor(0,0,255);`
- `Background(BGColor);`



OUTPUT / INPUT

Output

`print()` `Void`

`println()` `Void`

Input

`keyPressed` `Boolean`

`keyPressed()` `Void`

`Key` `Char`

OPERATORS

- Addition +
- Minus -
- Multiply *
- Divide /
- Modulo %

IF ELSE

Structure

```
if (test) {  
    statements  
}  
else {  
    statements  
}
```

Logic

- Not !
- And &&
- Or ||

LOOPS

```
for (int i = 0; i < 40; i = i+1) {  
    print(i);  
}
```

```
while (expression) {  
    statements  
}
```