**Name:**

Today’s work will guide you through understanding and coding event handlers.

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| **Part 1: Reference** |

1. Visit http://p5js.org/reference
2. Jump down the page to find the “Events” subsection.
3. Read through the reference pages for the mouse and keyboard events and handlers.
4. Write brief descriptions of the event handlers listed below:

mouseClicked():

mouseDragged():

mouseMoved():

mousePressed():

mouseReleased():

mouseWheel():

keyPressed():

keyReleased():

keyTyped():

1. Answer the following questions:

What is the difference between mousePressed() and mouseClicked()?

What are some possible values for key?

What are some possible values for keyCode?

6. Search the p5 reference for information on the random() function. What can it do?

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| **Part 2: Code** |

Duplicate the template to create a new folder in p5sketches/ called “Lastname\_EventHandlers” for a program sketch that satisfies the following conditions:

* Canvas size: 500 x 500
* Your favorite color as background
* Starts with one orange circle in the center of the screen – circle size 50w x 50h
* When the mouse is clicked, create unfilled or transparent circle, sized 30w x 50h at the mouse’s location
* When any key is typed, create a rectangle of any fill color with a randomized location and a size of 20 x 40
* When the mouse is dragged, clear the canvas background.

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| **Part 3: Submitting Exercise** |

1. Save your work, zip the “Lastname\_EventHandlers” folder, and upload to the appropriate dropbox in MyCourses.
2. Upload this completed worksheet to the dropbox as well, or hand a printed version in to your instructor.

Due end of day Wednesday.