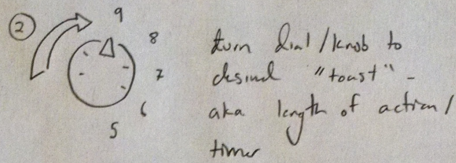
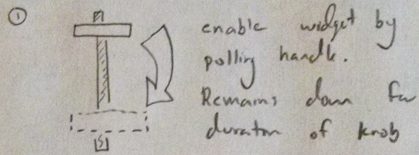
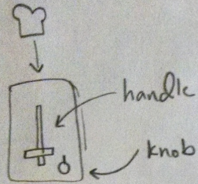


## Toaster Widget

A unique UI element via Processing 2.0



class Toaster

float handleY

boolean loaded

int power

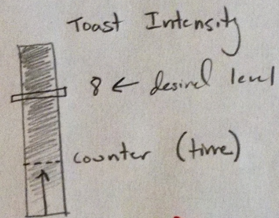
### methods

void setHandleY (float y)

void setPower (int i)

void load

void draw



IDEA  
SCRAPPED  
H