

Creative Coding

Objects and Object Oriented Programming

COD 208 - Week 02 Class →



Table of Contents

- 1. [Creative Coding](#)
- 2. [Table of Contents](#)
- 3. [Coding is a Superpower](#)
- 4. [Computer Arts Society Online Event](#)
- 5. [Object Oriented Programming \(OOP\)](#)
- 6. [Objects and Classes](#)
- 7. [Syntax In Javascript](#)
- 8. [Create a class in p5JS Editor](#)
- 9. [Create a class in openProcessing](#)
- 10. [BREAK](#)
- 11. [Convert Your Object into Class](#)
- 12. [Goto and check slide page #7](#)
- 13. [Convert Your Object into Class](#)
- 14. [Ars Electronica Festival 2023](#)
- 15. [Joani Lemercier](#)
- 16. [Bonnie2.0.0](#)
- 17. [Side Scrolling Game](#)
- 18. [Genuary Walkthrough](#)
- 19. [Assignments 2](#)
- 20. [Assignments 3](#)

Coding is a Superpower



Karlie Kloss: Coding is a superpower



Bağlantıyı ...



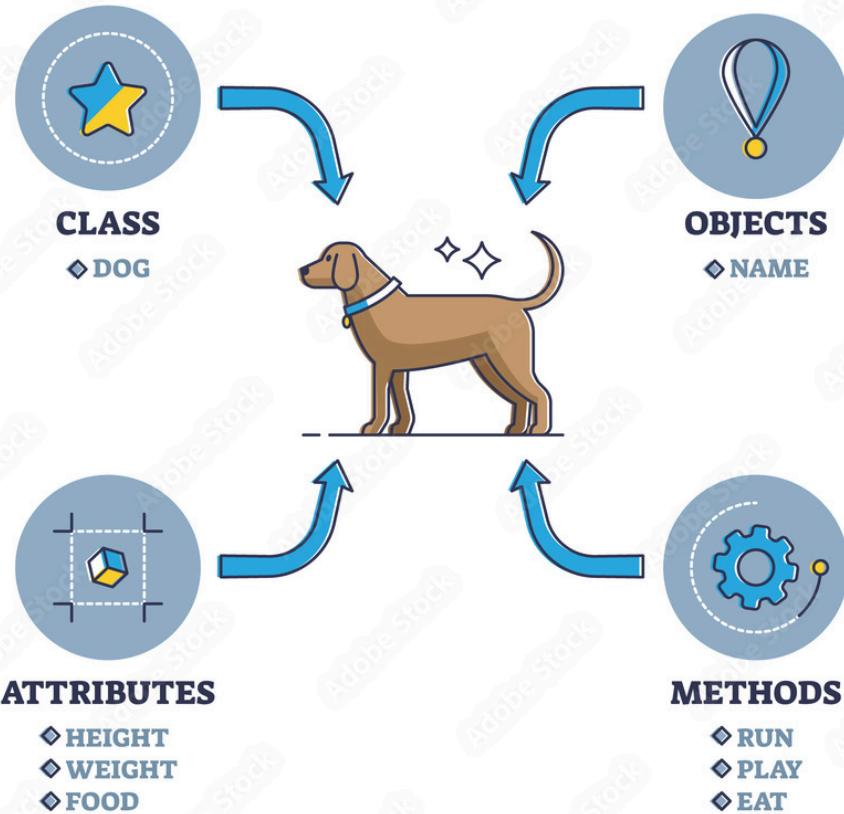
KARLIE
FASHION MODEL

İzlemek için: YouTube

Computer Arts Society Online Event

[Register link](#)

OBJECT ORIENTED PROGRAMMING



Object Oriented Programming (OOP)

Object-oriented programming (OOP) is a way of **organizing** and designing computer programs. It focuses on creating **objects** that have both **properties** (attributes) and **actions** (methods).

Objects are created from **classes**, which are like **blueprints** that define what an object can do and what information it can hold. OOP helps in writing code that is modular, reusable, and easy to understand and maintain.

Objects and Classes

An object is a blueprint for creating objects called a class.

Class



Person

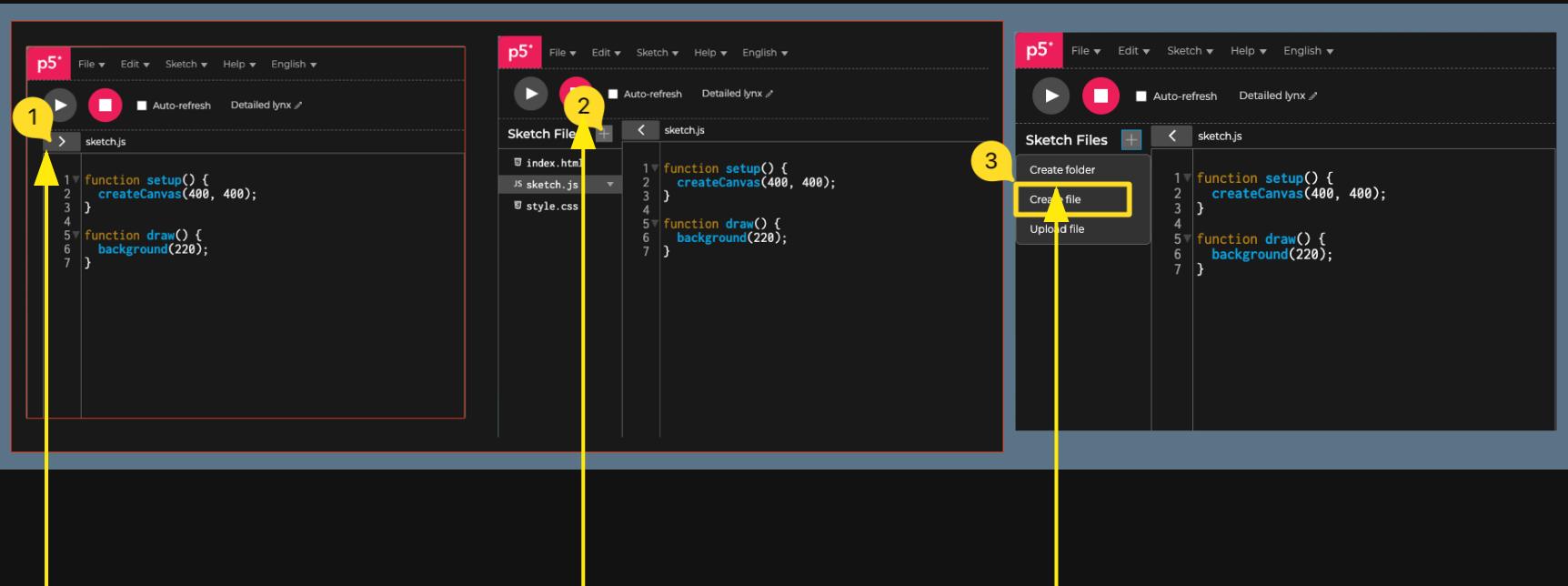
Objects



```
1  class Name-of-the-class {
2      constructor() {
3          // Properties of the class
4          this.name = "MyClass";
5      }
6
7      // You can add your custom functions
8      someFunctionName() {
9
10     }
11 }
```

Create a class in p5JS Editor

Move your mouse next to "mySketch" tab. A plus (+) will appear.



Create a class in openProcessing

Move your mouse next to "mySketch" tab. A plus (+) will appear.



```
OOP by alptugan
mySketch +  
function setup() {  
    createCanvas(windowWidth, windowHeight);  
    background(100);  
}  
  
function draw() {  
    circle(mouseX, mouseY, 20);  
}
```

I NEED A
BREAK!



BREAK

10 mins.

```
class PlusSign {  
  constructor() {  
  }  
}
```

Convert Your Object into Class

- Choose a class name.
- Create a new file on openProcessing or p5JS editor.
- Use the template example of my sketch as starter code.

Goto and check slide page #7

Click to view



```
1 class Gem {  
2     constructor() {  
3         }  
4  
5         display() {  
6             fill(200);  
7             stroke(180)  
8             beginShape();  
9             for(var i = 0; i < 3; i++) {  
10                 var x = 100 * cos(TWO_PI/ 3 * i);  
11                 var y = 100 * sin(TWO_PI/ 3 * i);  
12                 vertex(x,y);  
13             }  
14             endShape();  
15         }  
16     }  
17 }
```

Convert Your Object into Class

- Create a new file on openProcessing or p5JS editor.
- Choose a name for the class.
- Define the `constructor()` function.



Ars Electronica Festival 2023 - Wrap-up

↗
Paylaş

ARS ELECTRONICA FESTIVAL 2023



Wrap-up

ARS ELECTRONICA
Festival for Art, Technology & Society



JOANIE LEMERCIER
@JoanieLemercier · [Follow](#)



Computer vision controlled projections.

The media could not be played.

Reload

10:08 PM · Feb 4, 2025



252



Reply



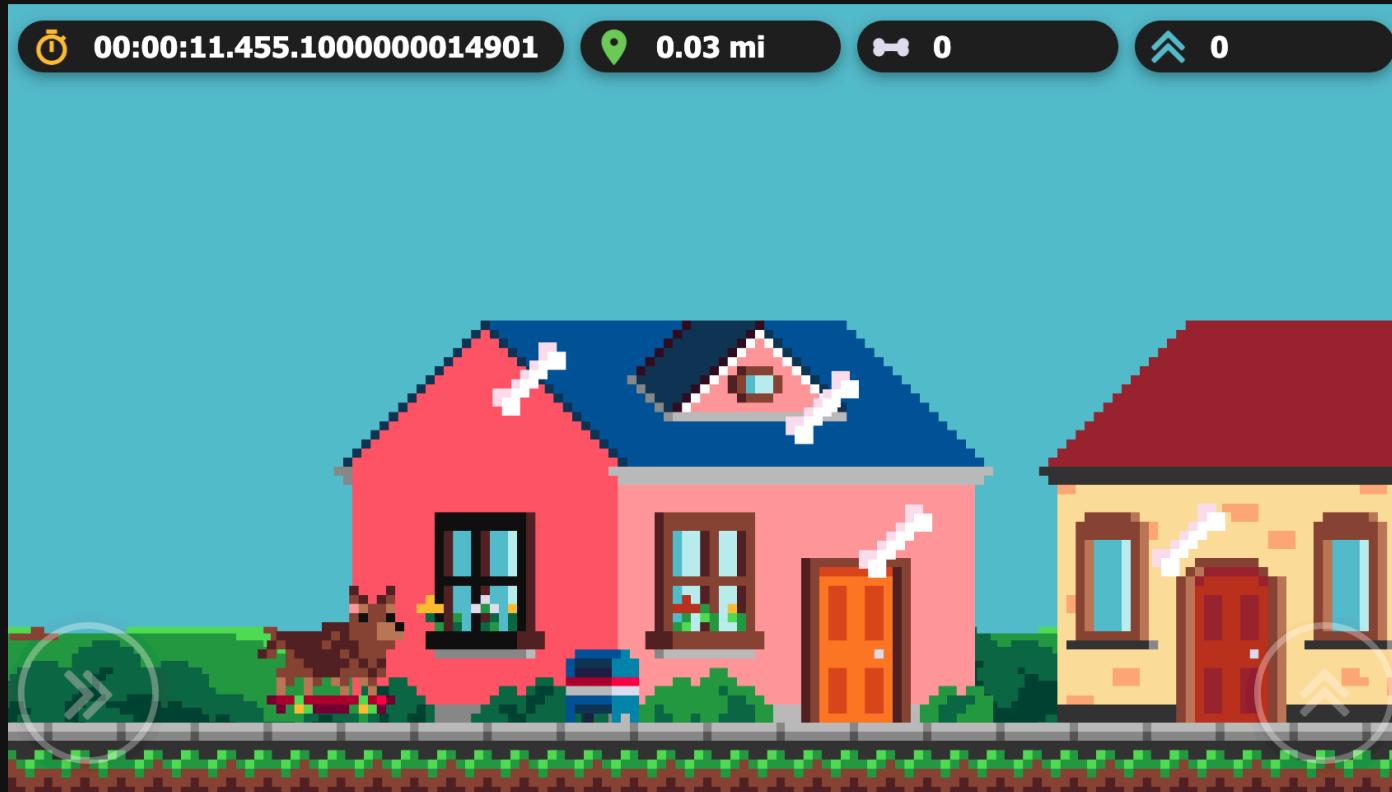
Copy link

[Read 10 replies](#)

Visit Instagram profile  link

Side Scrolling Game

Play



Offer

Complete all of the prompts in Genuary event and receive 50 points from Final Project! Goto genuary.art website.

Assignments 2

1. Convert the week 01 assignment to a class. [Reference1](#), [Reference2](#).
2. Create instances of your class by initializing it using different parameters.
3. Create at least 10 different objects in different features.
4. Position all of the objects in the same sketch. Do not create different sketches of each instance.
5.  Upload the sketch to your openProcessing account.
6.  Submit the openprocessing link.
7.  Submit the sketch source code as zip file as well.
8.  Watch the video [Mini Games](#)

Assignments 3

I want you to first write a story for a mini game. The concept can be anything. It is up to you.

1. Create a mini game interface. Keep the document size at 800 x 800 pixel and resolution to 72 DPI.
2. Desing Intro Screen: A background, Clearly explain instructions to play the game.
3. Design Game Scene: A background, the hero, and enemies
4. Design End Scene: A background, the result of the game. SUCCESS or FAIL or CONGRATS!
5. Export everthing as PNG in appropriate size.
6.  Upload the sketch to your openProcessing account.
7.  Submit the openprocessing link.
8.  Submit the sketch source code as zip file as well.
9.  Watch the video Mini Games