**DAILY ASSESSMENT FORMAT**

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| **Date:** | **6th august 2020** | **Name:** | **Mamatha.m** |
| **Course:** | **Coursera** | **USN:** | **4AL16EC035** |
| **Topic:** | **Creative Programming for DigitalMedia & Mobile Apps** | **Semester & Section:** | **6 & B** |
| **GitHub Repository:** | **Mamatha-m** |  |  |

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| **SESSION DETAILS**  **Session images**    nnnnnnnnn.JPG  **Report:**  **Processing is an**[**open-source**](https://en.wikipedia.org/wiki/Open-source_software)**graphical library and**[**integrated development environment**](https://en.wikipedia.org/wiki/Integrated_development_environment)**(IDE) built for the electronic arts,**[**new media art**](https://en.wikipedia.org/wiki/New_media_art)**, and**[**visual design**](https://en.wikipedia.org/wiki/Visual_design)**communities with the purpose of teaching non-programmers the fundamentals of**[**computer programming**](https://en.wikipedia.org/wiki/Computer_programming)**in a visual context.**  **Processing uses the**[**Java language**](https://en.wikipedia.org/wiki/Java_(programming_language))**, with additional simplifications such as additional classes and aliased mathematical functions and operations. It also provides a graphical user interface for simplifying the compilation and execution stage.** **Wiring, Arduino, and Fritzing:** **Processing has spawned another project,**[**Wiring**](https://en.wikipedia.org/wiki/Wiring_(development_platform))**, which uses the Processing IDE with a collection of libraries written in the**[**C++**](https://en.wikipedia.org/wiki/C%2B%2B)**language as a way to teach artists how to program**[**microcontrollers**](https://en.wikipedia.org/wiki/Microcontroller)**.**[**[13]**](https://en.wikipedia.org/wiki/Processing_(programming_language)#cite_note-13)**There are now two separate hardware projects, Wiring and**[**Arduino**](https://en.wikipedia.org/wiki/Arduino)**, using the Wiring environment and language.**[**Fritzing**](https://en.wikipedia.org/wiki/Fritzing)**is another software environment of the same sort, which helps designers and artists to document their interactive prototypes and to take the step from physical prototyping to actual product.** **Mobile Processing:** **Another spin-off project, now defunct, is Mobile Processing by Francis Li, which allowed software written using the Processing language and environment to run on Java powered mobile devices. Today some of the same functionality is provided by Processing itself.**[**[14]**](https://en.wikipedia.org/wiki/Processing_(programming_language)#cite_note-14) **iProcessing:** **iProcessing was built to help people develop native**[**iPhone**](https://en.wikipedia.org/wiki/IPhone)**applications using the Processing language. It is an integration of the Processing.js library and a JavaScript application framework for iPhone.**[**[15]**](https://en.wikipedia.org/wiki/Processing_(programming_language)#cite_note-15)  **Processing has spawned another project,**[**Wiring**](https://en.wikipedia.org/wiki/Wiring_(development_platform))**, which uses the Processing IDE with a collection of libraries written in the**[**C++**](https://en.wikipedia.org/wiki/C%2B%2B)**language as a way to teach artists how to program**[**microcontrollers**](https://en.wikipedia.org/wiki/Microcontroller)**.**[**[13]**](https://en.wikipedia.org/wiki/Processing_(programming_language)#cite_note-13)**There are now two separate hardware projects, Wiring and [Arduino](https://en.wikipedia.org/wiki/Arduino" \o "Arduino), using the Wiring environment and language. [Fritzing](https://en.wikipedia.org/wiki/Fritzing" \o "Fritzing) is another software environment of the same sort, which helps designers and artists to document their interactive prototypes and to take the ste iProcessing was built to help people develop native [iPhone](https://en.wikipedia.org/wiki/IPhone" \o "IPhone) applications using the Processing language. 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