

# Daily Assessment format

Date: 30/July/2020

Course: Coursera

Topic: Basic statistics

GitHub

Repository: Jyoti-courses

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## Report

Processing is an open-source graphical library & integrated development environment (IDE) built for the electronic arts, new media art, & visual media design communities with the purpose of teaching non-programmers the fundamentals of computer programming in a visual context.

Processing uses the Java language, with additional classes & aliased mathematical functions and operations. It also provides a graphical user interface for simplifying the compilation & execution stage.

writing, Arduino, & JitZing

Processing has spawned another project, writing, which uses the Processing IDE with a collection of libraries written in the C++ language as a way to teach artists how to program microcontrollers. There are now two separate hardware projects, writing & Arduino using the writing environment & language. JitZing is another software environment of the same sort, which helps designers & artists to document their interactive prototypes & to take the step from physical prototyping to actual product.

## Mobile processing

- Another spin-off project, now defunct, is a mobile processing by Francis Li, which allowed software written using the processing language environment to run on Java powered mobile devices. Today some of the same functionality is provided by processing itself.

## iprocessing:

iprocessing was built to help people develop native iPhone applications using the processing language. It is an integration of the processing.j's library & a JavaScreen application framework for iPhone.