

Daily Assessment format

Date: 31/July/2020

Course: copseca

Topic: Basic statistics

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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 medical 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 & abridged 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

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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.js library & a javax application framework for iPhone.