Ashley

Art 385

Code Timers

23 April 2020

Assignment:

Two timers will be used in creating a graphics display and interactive shape element. A potentiometer will affect timer one while the second timer will respond to a keyboard response. An Arduino and Processing sketch will be used along with the hardware components of an ESP32, a breadboard, LED on pin 15, a potentiometer on pin A2, and a push button on pin 12.

Reflection:

Working with the timers wasn't super hard but managing all the information between timers, the serial elements, and the interactive elements was a challenge. Getting back into Processing is also taking time slowing down how fast I'd like to work, but overall not feeling super bad about what my final product turns out as.