



Europe map Integrator Table ▾

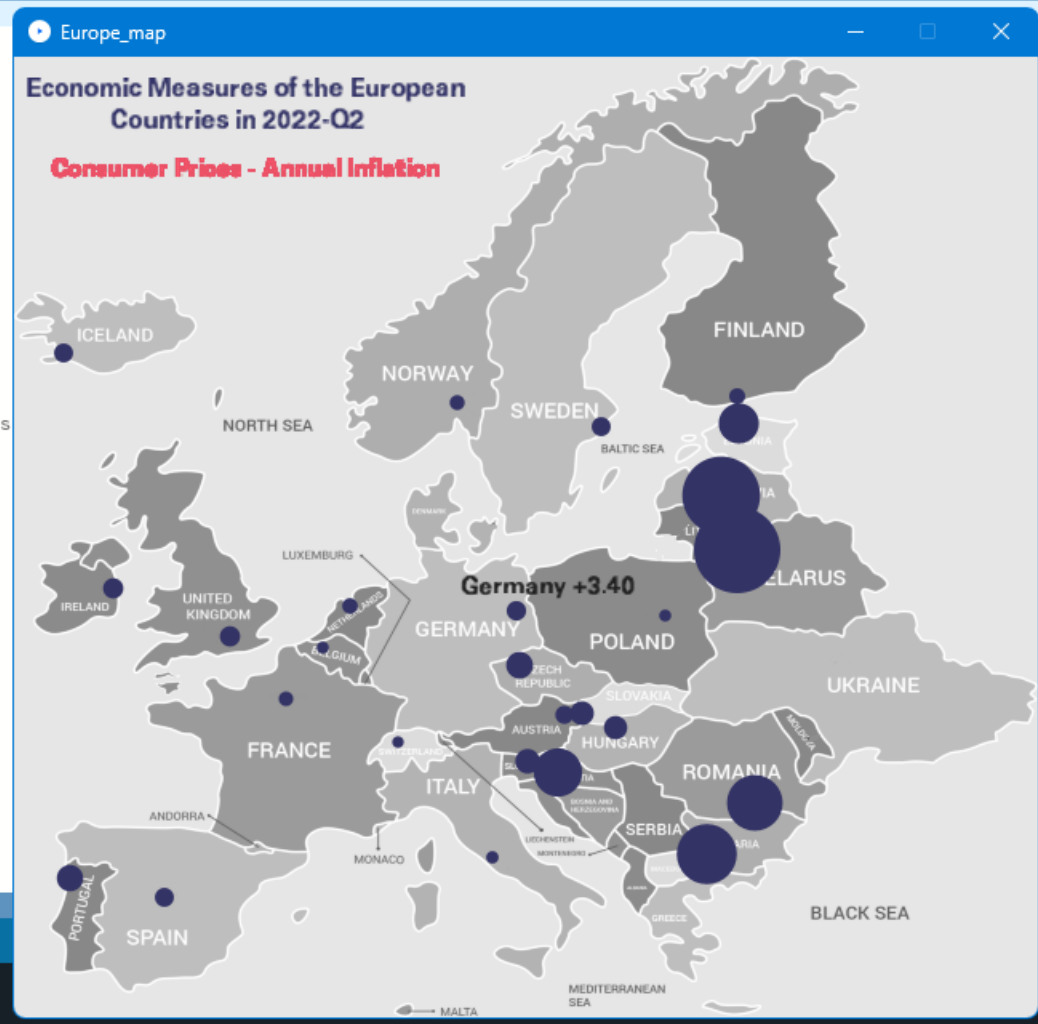
```
1 PImage mapImage;
2 Table locationTable;
3 Table nameTable;
4 int rowCount;
5
6 Table dataTable;
7 float dataMin = -10;
8 float dataMax = 10;
9 int num_pressed = 0;
10 Integrator[] interpolators;
11
12
13 void setup() {
14   size(640, 600);
15   //Load Europe map
16   mapImage = loadImage("data/map.png");
17   //Load x, y coordinates that coincide with country capitals
18   locationTable = new Table("data/locations.tsv");
19   //Load the name of the countries
20   nameTable = new Table("data/countries.tsv");
21   rowCount = locationTable.getRowCount();
22   //Load the statistical data
23   dataTable = new Table("data/data.tsv");
24   //Initialize the integrator
25   interpolators = new Integrator[rowCount];
26   for (int row = 0; row < rowCount; row++) {
27     float initialValue = dataTable.getFloat(row, 3);
28     interpolators[row] = new Integrator(initialValue);
29   }
30
31
32 PFont font = loadFont("Univers-Bold-12.vlw");
33 textFont(font);
34
35 smooth();
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