## **Lösungen Animation und Interaktion**

### **Übung 1:** a:

|  |
| --- |
| void setup() {  size(500, 500); }  float y = 50;  void draw() {  background(50);  ellipse(225, y, 50, 50);  y += 3; } |

b:

|  |
| --- |
| float y = 50; float ySpeed = 0;  void draw() {  background(50);  ellipse(225, y, 50, 50);  y += ySpeed;  ySpeed += 0.5; } |

C:

|  |
| --- |
| if(y > 475) {  y = 475; } |

**Übung 2:**

|  |
| --- |
| void setup() {  size(500, 500); } float farbe = 0; void draw() {  fill(farbe);  rect(50, 50, 400, 400);  farbe += 1; } |

**Übung 3:**

|  |
| --- |
| void setup() {  size(500, 500);  surface.setResizable(true); }  void draw() {  background(50);  ellipse(width/2, height/2, 200, 200); } |

**Übung 4:**

a:

|  |
| --- |
| void setup() {  size(500, 500);  background(30); }  void draw() {  stroke(255);  strokeWeight(3);  line(pmouseX, pmouseY, mouseX, mouseY); } |

B:

|  |
| --- |
| if(mousePressed) {  line(pmouseX, pmouseY, mouseX, mouseY); } |