

Instr. Ceren Kayalar

Spring 2023-2024

# VCD436 - Introduction to Programming for Designers

## Lecture 1 - Hello Processing

# Lecturer

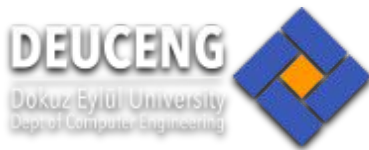
— — —

*Adjunct Instructor* Ceren Kayalar e-mail **cerenk@gmail.com**

Interaction Design / Human - Computer Interaction / Computational Media

Teaching portfolio <https://www.behance.net/cerenkayalar/moodboards>

Academic  
Education  
2000 - 2015



Instructor  
2016 - ...



**YAŞAR UNIVERSITY**  
*Department of Visual Communication  
Design*



**YAŞAR UNIVERSITY**  
*Department of Graphic Design*



Why did you take this class?

What are your questions?

Join at [menti.com](https://menti.com) | use code **5620 4955**

# Computing without a computer

## Algorithms

### Exercise: Brushing my teeth

The word “algorithm” is derived from the Latinization of the Persian polymath Al-Khwarizmi’s name, which means a procedure or a technique. He produced critical works in mathematics, astronomy and geography

An algorithm is a sequence of steps to solve a particular problem or algorithm is an ordered set of **unambiguous steps** that produces a result and terminates in a **finite time**.

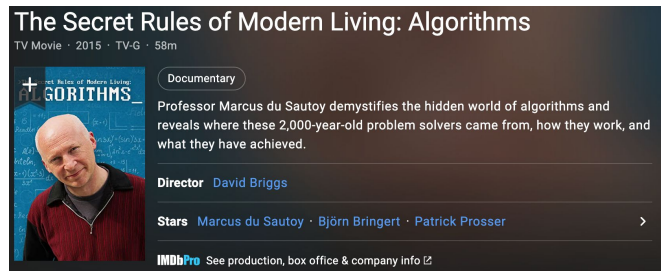
**tl;dr** a set of instructions



Al-Khwarizmi, *Father of Algebra*, early 9th Century

### Documentaries to Watch

Al-Khwarizmi: The Father of Algebra @AlJazeera



## Hello World in different programming languages:

```
#include <stdio.h>
int main(void)
{
    printf("Hello, world!");
}
```

C

```
#include <iostream.h>
int main()
{
    std::cout << "Hello, world! ";
    return 0;
}
```

C++

```
class HelloWorld {
    public static void main(String[]
args) {
        System.out.println("Hello,
World!");
    }
}
```

Java

```
print "Hello, world!"
```

Python

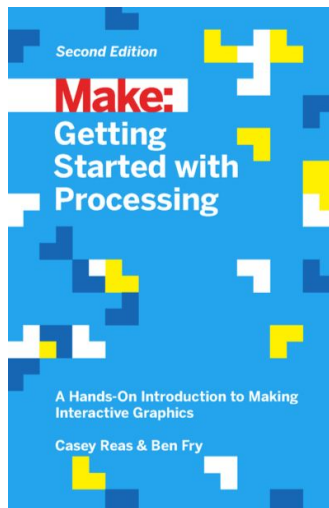
<https://www.faceprep.in/python/hello-world-in-python/>

... what about Processing?



# Processing

<https://processing.org>



```
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
void draw() {
    float hueValue = map(mouseX, 0, width, 0, 360);
    float briValue = map(mouseY, 0, height, 0, 100);

    if (mousePressed) {
        if (drawLines) {
            strokeWeight(1);
            stroke(hueValue, satValue, briValue);
            line(width/2, height/2, mouseX, mouseY);
        }
        else {
            //strokeWeight(4);
            noStroke();
            fill(hueValue, satValue, briValue);
            circle(mouseX, mouseY, 90);
        }
    }
}
```

# The Syllabus

“Creative coders” are artists, designers, architects, musicians and poets who use computer programming and custom software as their chosen media. Processing, p5.js, Tracery, Max/MSP/Jitter, Arduino, Cinder, openFrameworks and Unity. Many of these are free and open-source, democratizing software development.

Golan Levin and Tega Brain, Code as Creative Medium (2021)

[ITP Winter Show 2016](#)



Can you explain that word you said?

Could you go through that again, slower?

Will you repeat that last thing you said?

Will you explain that a different way?

Could you do another example?

**Asking questions are encouraged and mandatory in this class!**

A pixel art illustration of a pink alien with a single antenna, large eyes, and a wide smile. It is holding a burger in its right hand. The alien is centered in the background.

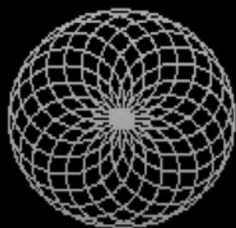
# How to Program

<https://happycoding.io/tutorials/how-to/program>

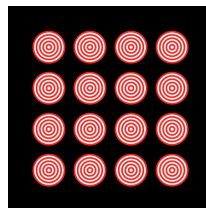
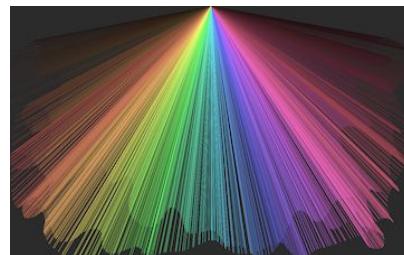
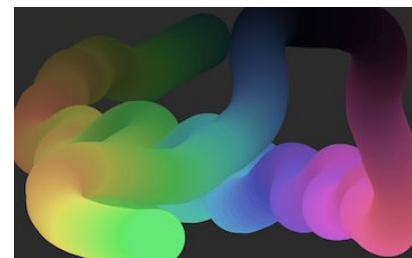
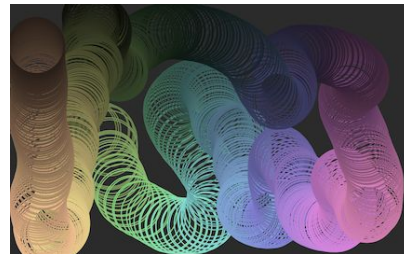
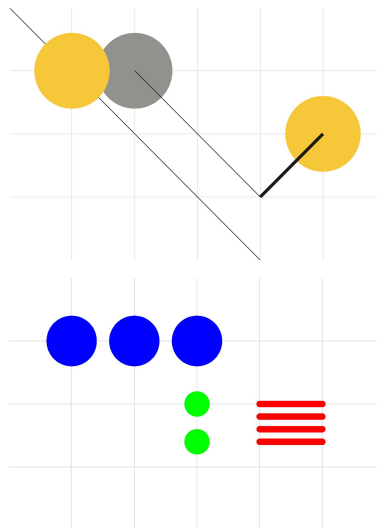
LIST

```
10 HOME
20 LET W = 40: LET H = 24
30 LET X = 20: LET Y = 12
40 HOME
50 HTAB X: UTAB Y
60 PRINT "S"
70 GOSUB 1000
80 FOR N = 1 TO 100: NEXT N
90 GOTO 30
1000 LET K = PEEK(49152)
1100 IF K = 196 THEN XX = XX + 1
1200 IF K = 193 THEN XX = XX - 1
1300 IF K = 215 THEN YY = YY + 1
1400 IF K = 211 THEN YY = YY - 1
1500 RETURN
```

```
130 DIM X(100) : DIM Y(100)■
```

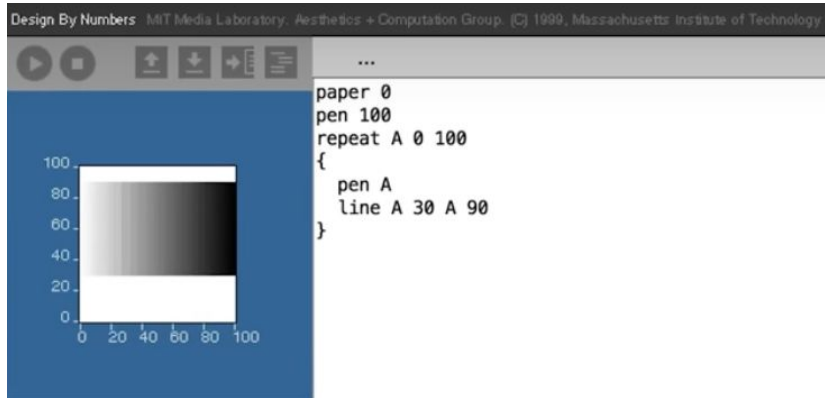


```
?REPEAT 20 [REPEAT 180 [FD 1 RT 2] RT 1→
8]
?HT
?■
```





<https://thecodingtrain.com/guides/getting-started>





## Creative Coding for Beginners - Full Course!



# p5.js

Photo credit: Gabriel Noguez, 2022

Watch later

Share



Home

Editor

Download

Donate

Get Started

Reference

Libraries

Learn

Teach

## Hello!

p5.js is a JavaScript library for creative coding access to the web browser and anyone can use it to create software, and



Lauren Lee McCarthy

Using the metaphor of a sketch, p5.js is a JavaScript library for creative coding access to the web browser and anyone can use it to create software, and

functionality. However, you're not limited to your drawing canvas. You can think of your whole browser page as your sketch, including HTML5 objects for text, input, video, webcam, and sound.



**Coding** is learning about how to think about a problem, break it down into pieces and solve it! Similar to learning a new language: Takes time and requires patience

- Download Processing
- Getting to know the Processing IDE (Integrated Development Environment)
- Coordinate systems: cartesian plane. Computer Graphics Window: pixels
- Your first Processing sketch!
- Creating a canvas: commands & arguments

```
size(400, 400);
```

```
background() // what can be the parameters of this function? Check the reference!
```

- 2D Primitives (+ [processing.org/reference](https://processing.org/reference))
  - Draw a square, line and circle

```
line(x1, y1, x2, y2);
```

- Sketchbook organization: .pde (processing development environment) files
- The importance of code comments: `// this is a comment for my future self`
- Error messages
- sketch naming and organization



## Study

(ungraded)

~ 1 hr

<https://hello.processing.org>

## Watch

41 mins

[Hello World! Processing on Vimeo](#) (2013)