INPUTS!

Doin' stuff with the KB/MOUSE

Keyboard!

Doing stuff with code is cool, but controlling sketches with inputs is even COOLER.

Let's look at how to incorporate keypresses into our sketches!

keypressed vs keyPressed() :-)

Two things look similar, but are very different in usage!

```
void draw() {
  if (keyPressed == true) {
    fill(0);
  } else {
    fill(255);
  }
  rect(25, 25, 50, 50);
}
```

```
int value = 0;

void draw() {
  fill(value);
  rect(25, 25, 50, 50);
}

void keyPressed() {
  if (value == 0) {
    value = 255;
  } else {
    value = 0;
  }
}
```

'key'

This is how we let processing know what key we want to trigger the input

```
if(keypressed){

if(key == 'b') || (key == 'B'){

//do something!

    }

}
```

'keyCode'

This is how we tell processing to detect special keys like the arrow keys

```
color fillVal = color(126);

void draw() {
  fill(fillVal);
  rect(25, 25, 50, 50);
}

void keyPressed() {
  if (key == CODED) {
    if (keyCode == UP) {
      fillVal += 10;
    } else if (keyCode == DOWN) {
      fillVal -= 10;
    }
  } else {
    fillVal = 126;
  }
}
```

keyReleased()

```
int value = 0;

void draw() {
  fill(value);
  rect(25, 25, 50, 50);
}

void keyReleased() {
  if (value == 0) {
    value = 255;
  } else {
    value = 0;
  }
}
```

Nobody is sure what this one does

MOUSE!

Let's do things with the mouse because it's ALSO COOL

mouseButton & mousePressed

Work just like key and keyPressed for keyboard input

mouseButton = a variable that gets changed to LEFT, CENTER, or RIGHT whenever the mouse is clicked

mousePressed = a BOOLEAN that is true/false depending if the mouse was pressed

mousePressed vs mousePressed()

```
void draw() {
  if (mousePressed && (mouseButton == LEFT)) {
    fill(0);
  } else if (mousePressed && (mouseButton == RIGHT)) {
    fill(255);
  } else {
    fill(126);
  }
  rect(25, 25, 50, 50);
}
```

mousePressed vs **mousePressed()**

```
void draw() {
  rect(25, 25, 50, 50);
}
void mousePressed() {
  if (mouseButton == LEFT) {
    fill(0);
  } else if (mouseButton == RIGHT) {
    fill(255);
  } else {
    fill(126);
  }
}
```

Homework

Create simple sketch using input (mousePressed, keyPressed, keyCoded...etc)

      (You could experiment and find different input in Processing!)

      (This could also be starting your text adventure assignment!)

Create a repository on github and push hw code to this repository

Start in woods