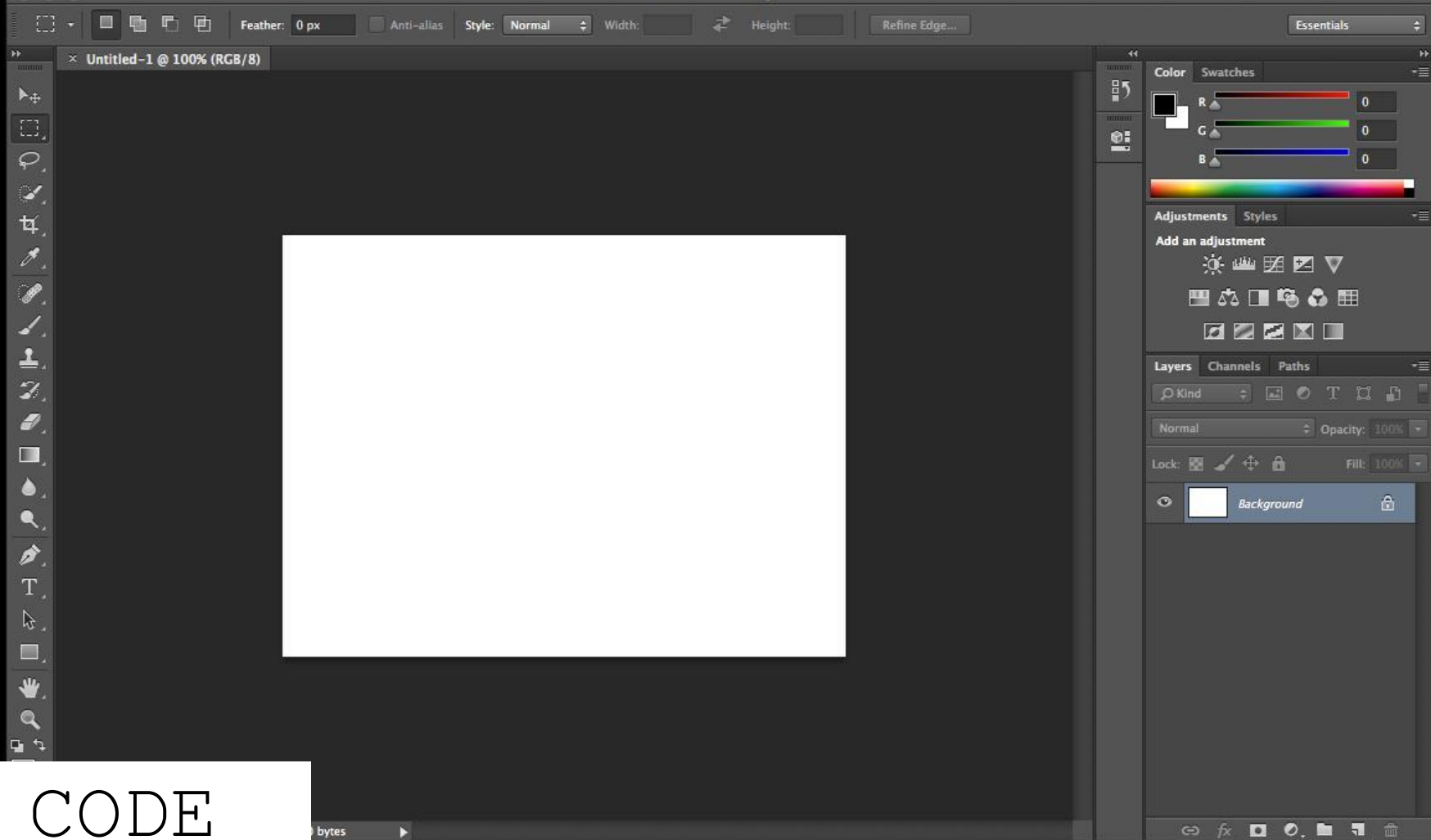


# CODE

## Bootcamp Day 01

Why do we code?





CODE

What is **code**?

# Translating Instructions For a Computer

## **What computers do:**

Store information as 1s and 0s and

Perform math and logic operations on it

# Intermediate Languages and Libraries

## Expand the Computer's Vocabulary







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**Aggie Winsom** shared フレッシュYOLO's photo.  
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**Mohini Freya Dutta** shared Kavita Krishnan's post.  
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Omg dying


**Amit Shah** ✓  
@AmitShah

Julia West likes Pete Bogdis's post in Northsiders SFCFC.

R Hunter Gough likes Joy Swiontek's post.

Alexandra Mathews was tagged in Plath/Hughes's photo.

Fernando Ausin-Gómez likes Ryan Luckey's post.

Mercedes Cossich likes Faithfull the

1 event invite

Martin Hunt and 1 other

TRENDING

Reddit: Republican Presidential Nominee Donald Trump Participates in Website's 'Ask Me Anything'

#TrumpSacrifices: Hashtag Emerges After Donald Trump Asserts He Has Made Sacrifices for America

Ann Coulter: Commentator Calls Father of Late Soldier 'an Angry Muslim With a Thick Accent'

Mitt Romney: Former Presidential Nominee Says He Thinks Donald Trump Could Win Presidency

Hillary Clinton: Computer Systems Used by Presidential Candidate's Campaign Reportedly Hacked

Stephen Hawking: Physicist Says How Wealth Is Understood Played a Crucial Role in Brexit

North Korea: US 'Crossed the Red Line' by Putting Sanctions on Kim Jong Un, Country's Top Diplomat Says

FBI: Agency Investigating Cyberattacks Against Democratic Party Groups and Clinton Campaign

Roland S. Martin: Journalist Criticizes Rapper Bow Wow's Statement on Civil Rights Movement

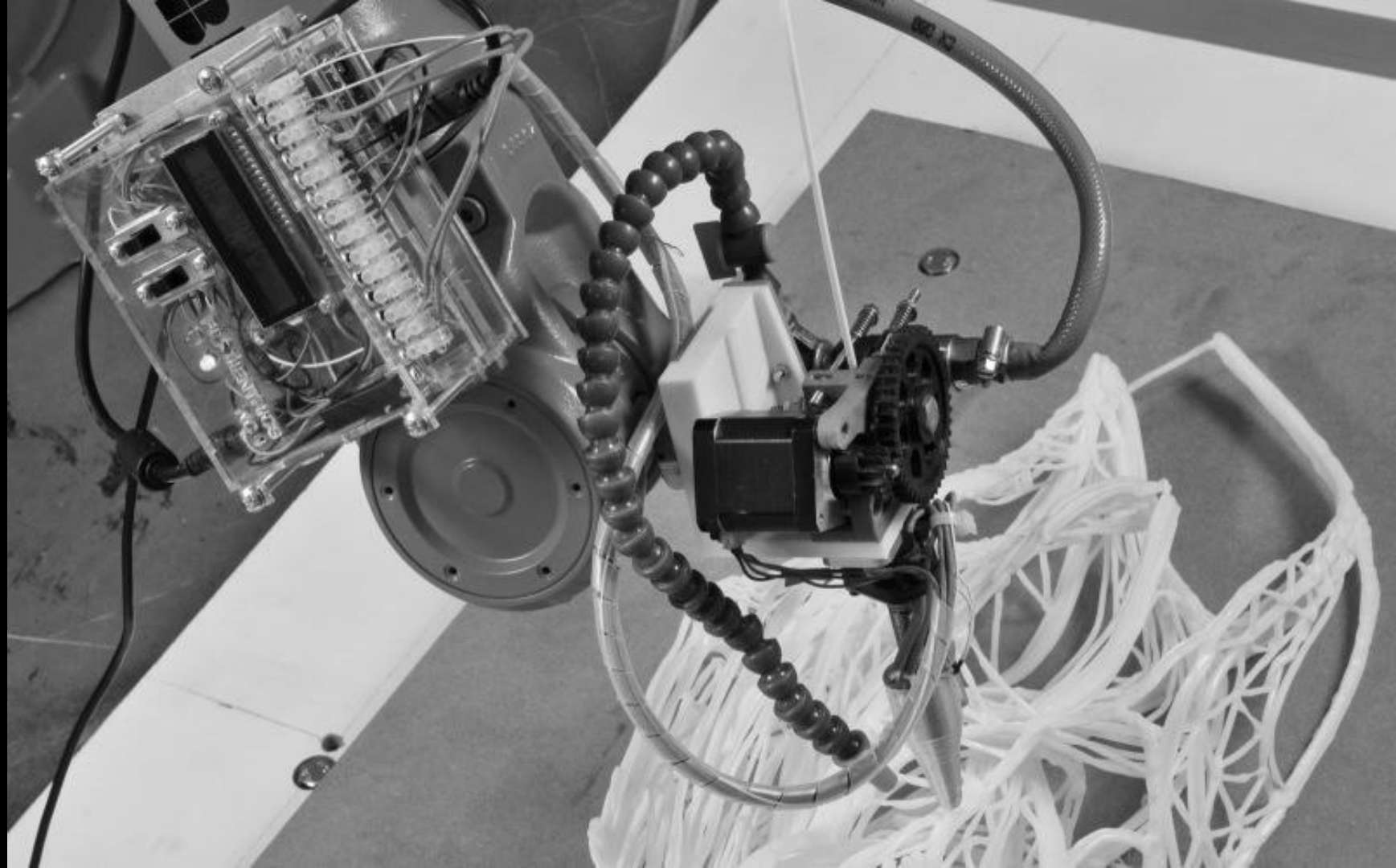
KRLD: Meteor

Chat (53)









# Intermediate Languages and Libraries

## Expand the Computer's Vocabulary



# Variables



# Types of Variables

`int`

- stores an integer (eg. 1)

`float`

- stores a number with a decimal point (eg. 9.31)

`String`

- stores text (eg. "Bootcamp 2016")

`boolean`

- true/false

(etc)

# Using variables

```
int myNumber;  
myNumber = 10;  
println(myNumber);
```

> 10

```
myNumber = myNumber + 1;  
println(myNumber);
```

> 11

```
String thisSchool = "Parsons";  
println(thisSchool);
```

> Parsons

# Functions

# A real-life metaphorical example of a function

```
void putShoeOnFoot(Shoe myShoe, Foot myFoot) {  
  
    pickUp(myShoe);  
    liftFoot(myFoot);  
    lowerFootIntoShoe(myFoot, myShoe);  
    tieShoe(myShoe);  
    releaseShoe(myShoe);  
  
}
```

# Problem Decomposition

# Peanut Butter & Jelly Sandwich

2 slices of bread

Peanut Butter

Jelly

- 1) Spread peanut butter on one slice of bread
- 2) Spread jelly on the other slice of bread
- 3) Put the pieces of bread together

# Recipe Breakdown

## *Variables:*

breadSlice1

breadSlice2

peanutButter

jelly

## *Functions:*

spreadOnBread()

putBreadTogether()

# Pseudocode



# Pseudocode 1

```
// spread peanutButter on breadSlice1  
// spread jelly on breadSlice2  
// put bread slices together
```

# PseudoCode example 2

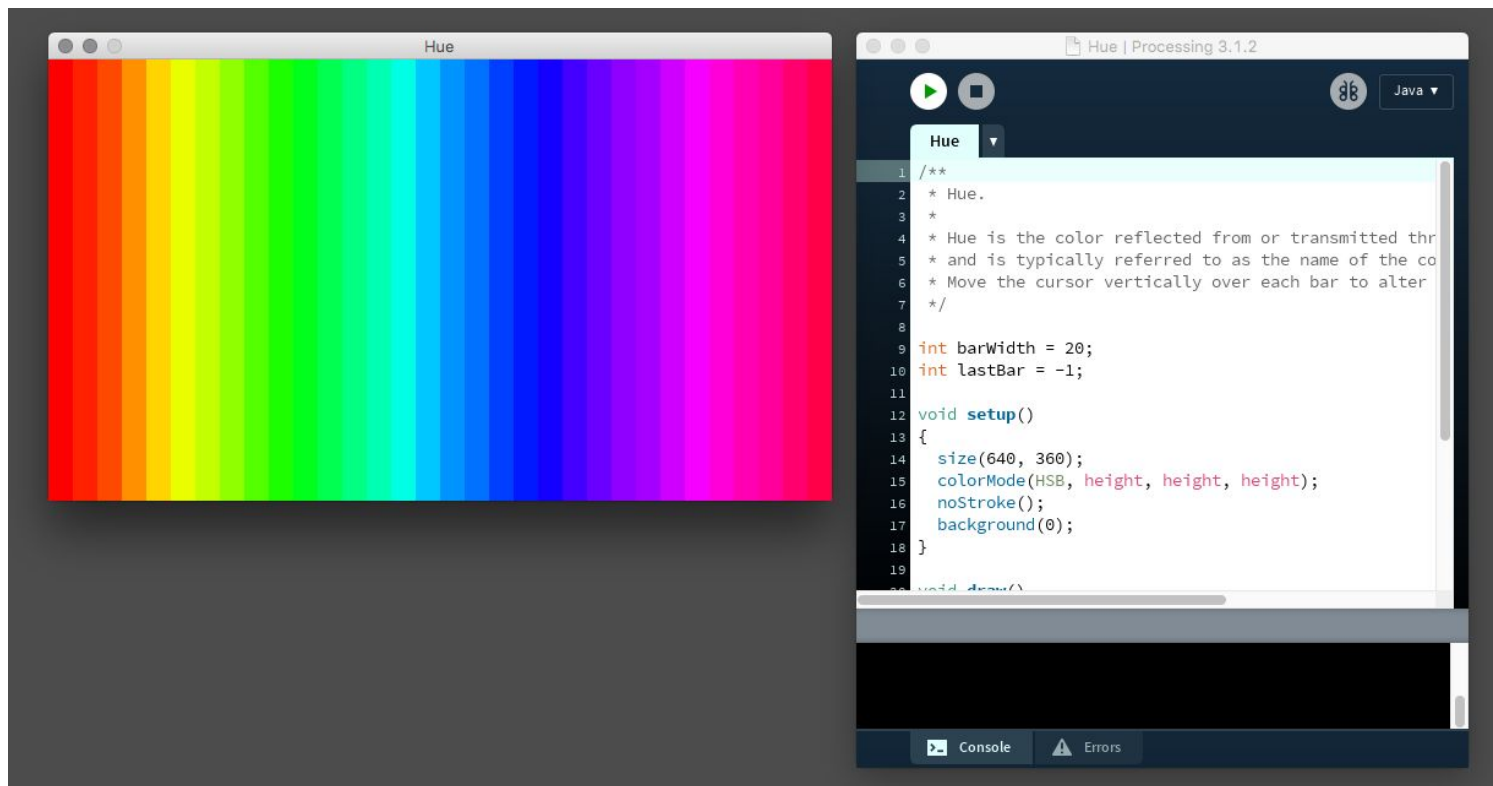
```
main() {  
    spreadOnBread(peanutButter, breadSlice1)  
    spreadOnBread(jelly, breadSlice2)  
    putBreadTogether()  
}
```

Pseudocode: Your Turn!

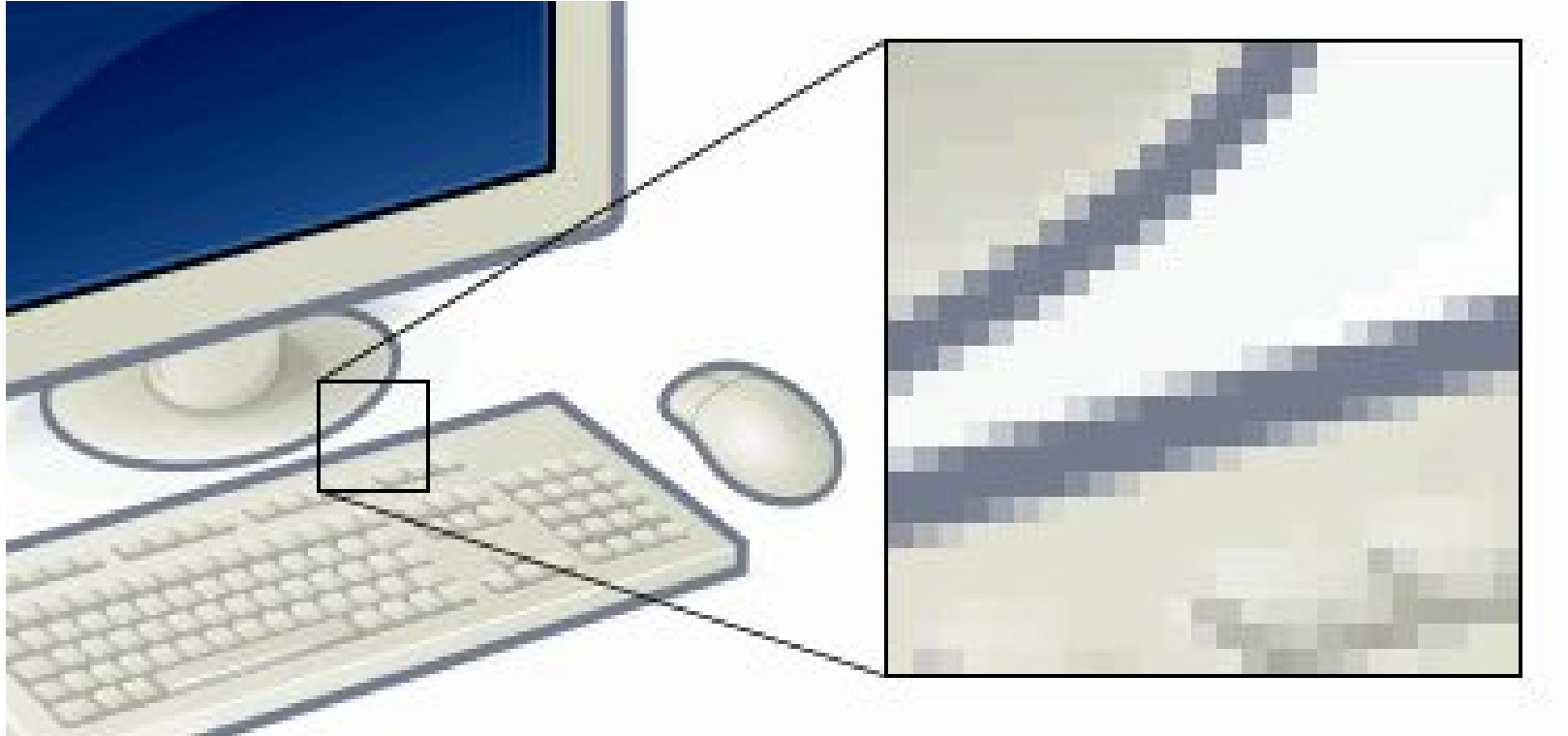
And Finally ... Some Code

Processing

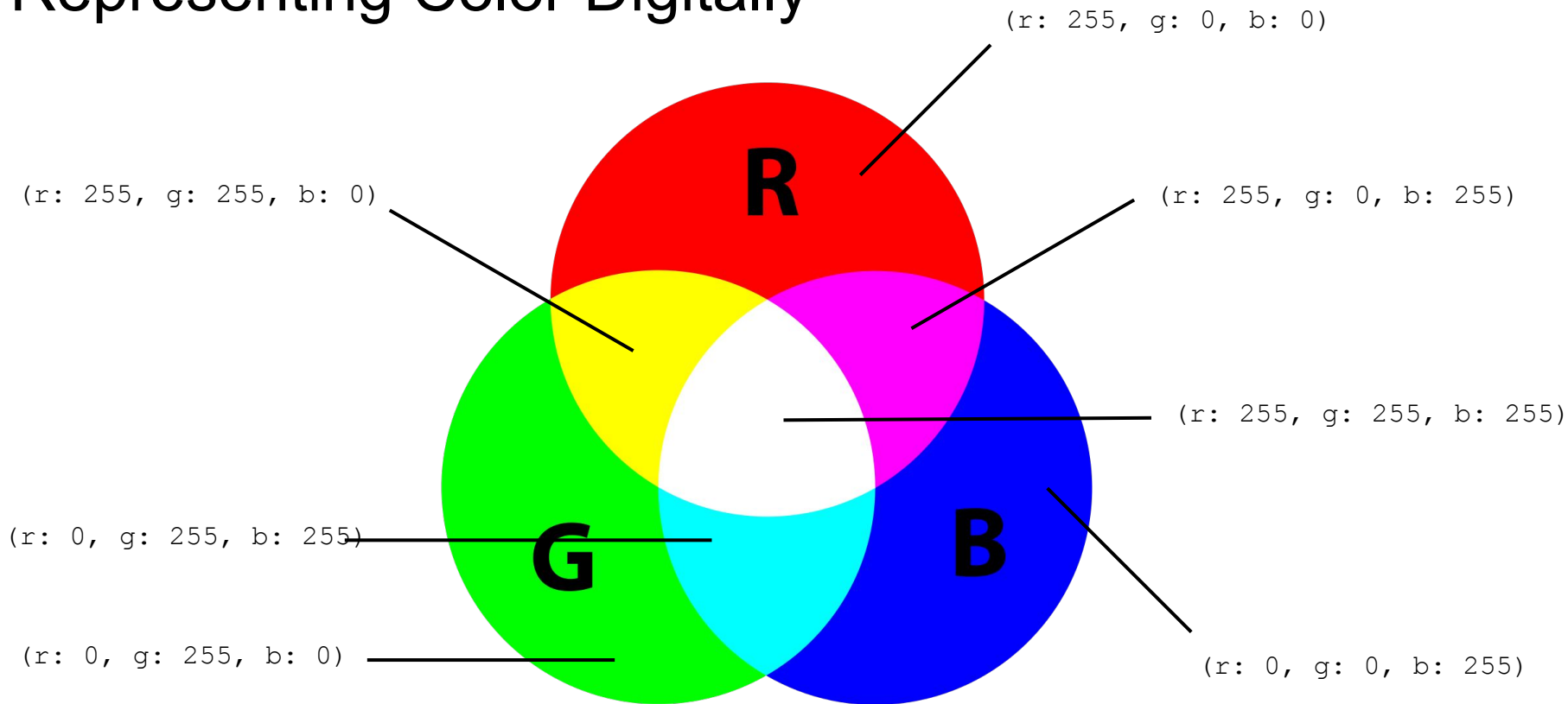
# Processing & its canvas



# Pixels: How We Represent Images Digitally

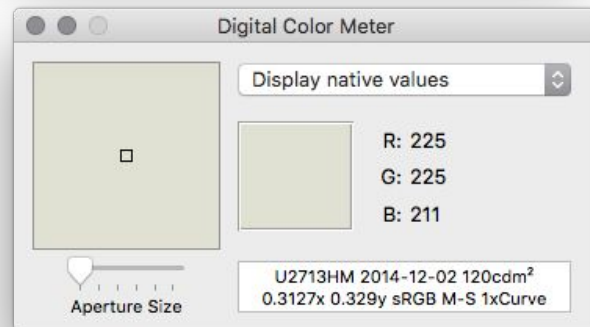
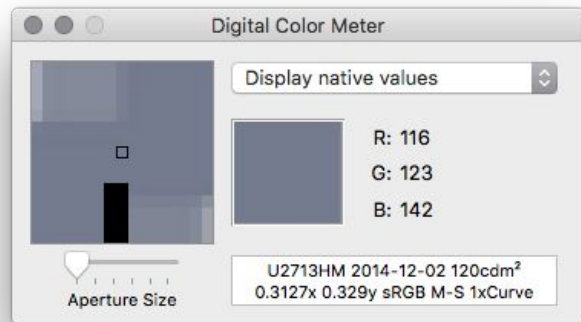
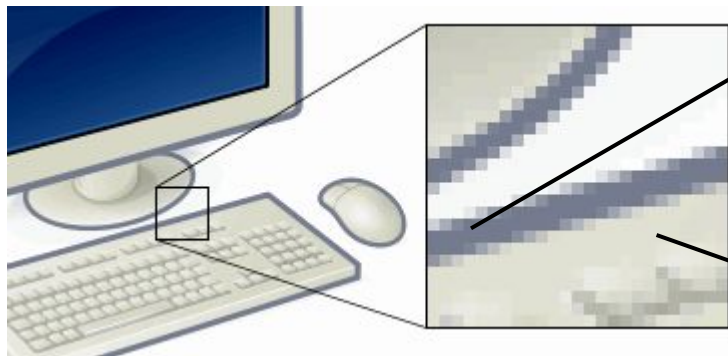


# Representing Color Digitally

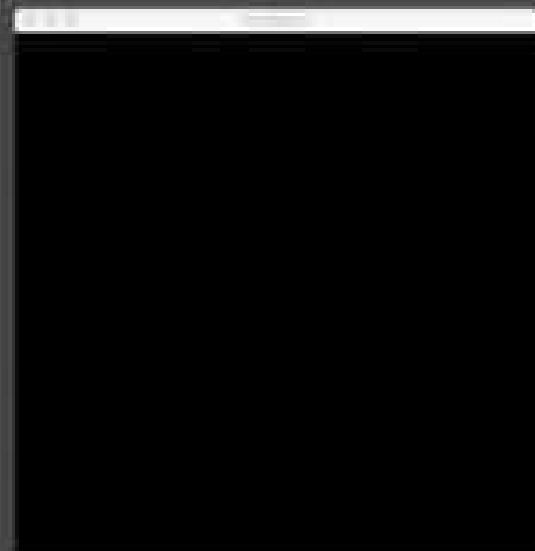




# Representing Color Digitally



# Program Execution



```
1 // Shade.h
2 #ifndef SHADE_H
3 #define SHADE_H
4
5 #include <iostream>
6
7 struct Shade {
8     int red;
9     int green;
10    int blue;
11 };
12
13 // Shade.cpp
14 #include "Shade.h"
15
16 // Shade constructor
17 Shade::Shade(int r, int g, int b) {
18     red = r;
19     green = g;
20     blue = b;
21 }
22
23 // Shade function
24 Shade* Shade(int r, int g, int b) {
25     Shade* s = new Shade(r, g, b);
26     return s;
27 }
28
29 // main function
30 int main() {
31     Shade s = Shade(10, 20, 30);
32     std::cout << "Shade: " << s.red << " " << s.green << " " << s.blue << "\n";
33     return 0;
34 }
```

# Wrapping Up

# Resources

<https://processing.org/tutorials/>

<https://www.amazon.com/Learning-Processing-Second-Programming-Interaction>

# Homework

- Pseudocode: think of something simple you would like to make Processing draw. Decompose it and write the pseudocode for it.
- Bonus: actually program it (or try)
  - Look at the docs: <https://processing.org/reference/>
  - Good places to start: background(), fill(), rect(), triangle(), ellipse(), line()

**Thanks~~**

**BONUS SLIDES**





# Control Flow

# The 'if' statement

```
if (thisVariable == thatVariable) {  
    // do stuff  
}
```

# Relational Operators

==

<

!=

<=

& &

>

||

>=

1 == 2 evaluates to FALSE

1 < 2 evaluates to TRUE

etc

# Our First If Statement

```
if (frameCount % 5 == 0) {  
    // do stuff  
}
```

## A slightly less simple function

```
drawRect(int x, int y, int width, int height) {  
  
    drawLine(x, y, x+width, y);  
    drawLine(x+width, y, x+width, y+height);  
    drawLine(x+width, y+height, x, y+height);  
    drawLine(x, y+height, x, y);  
  
}
```

```
// check if there is a current frame, if so, copy to previous frame  
  
// capture current frame from laptop's camera  
  
// compare current frame with previous frame, if there is a previous  
frame  
  
// etc
```



```
// check if there is a current frame, if so, copy to previous frame
if currentFrame is not null
    previousFrame = currentFrame

// capture current frame from laptop's camera
currentFrame = getCurrentFrame()

// etc
```