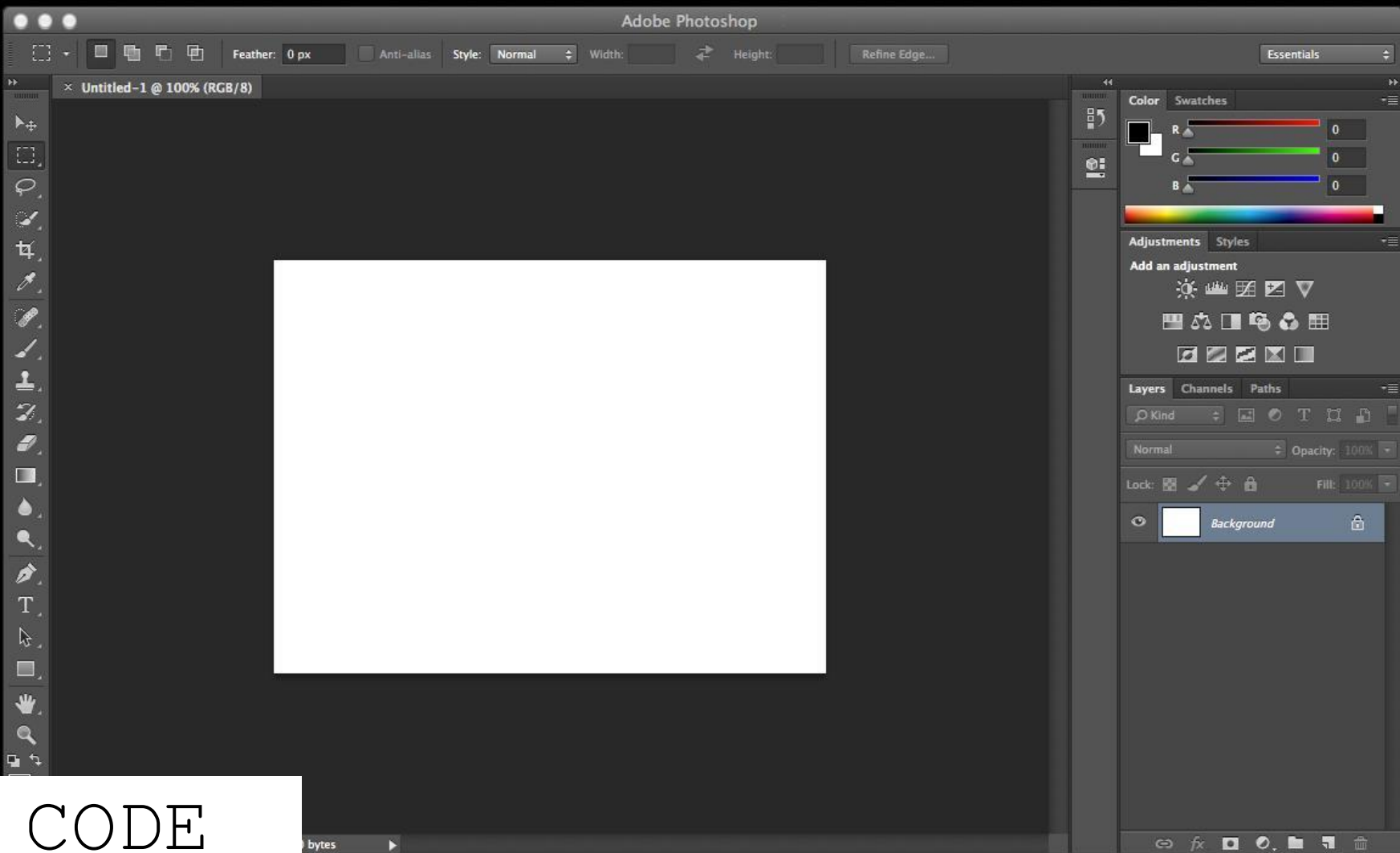


CODE

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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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

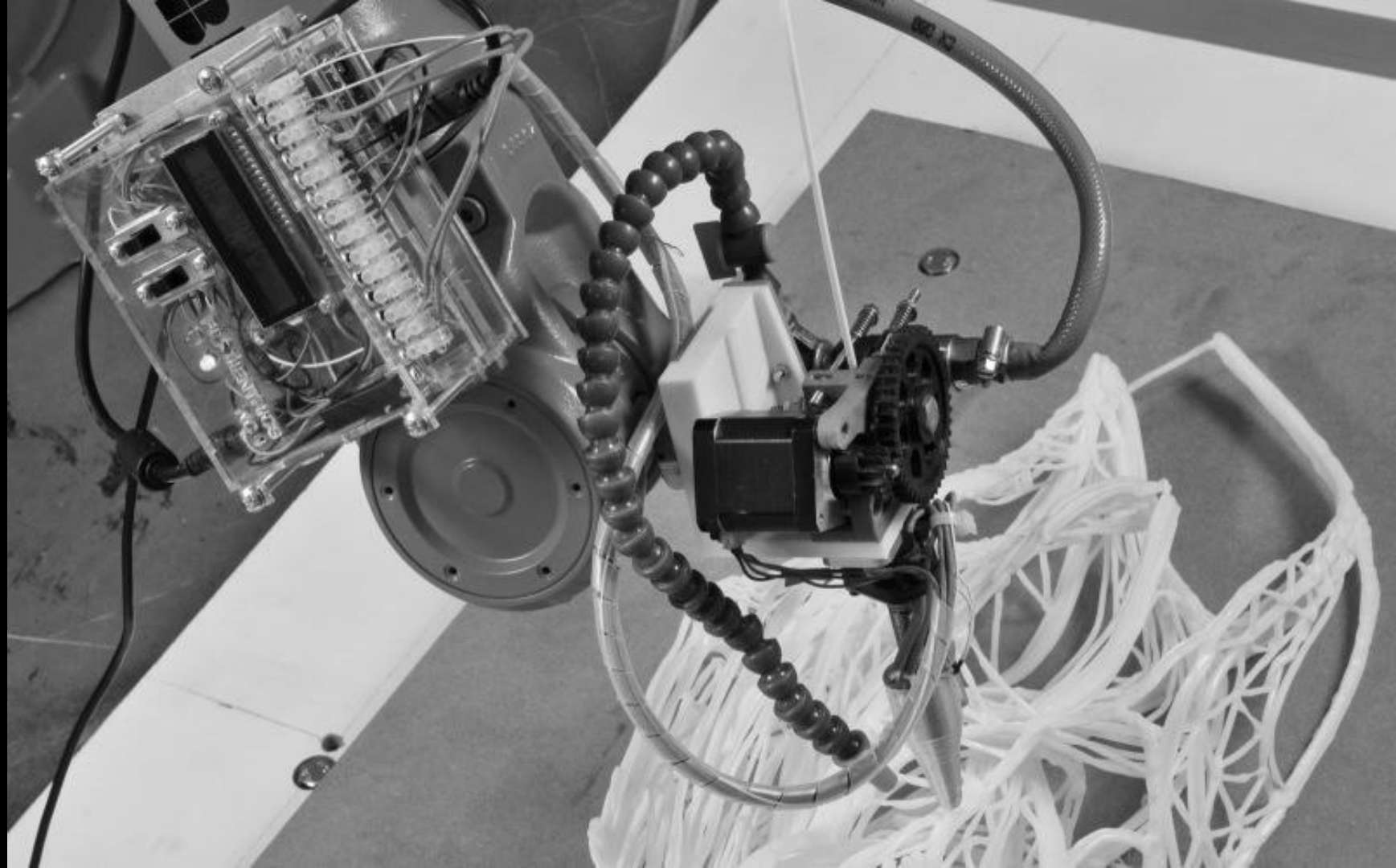
Roland S. Martin: Journalist Criticizes Rapper Bow Wow's Statement on Civil Rights Movement

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);  
    putShoeOnFoot(myShoe, myFoot);  
  
}
```

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

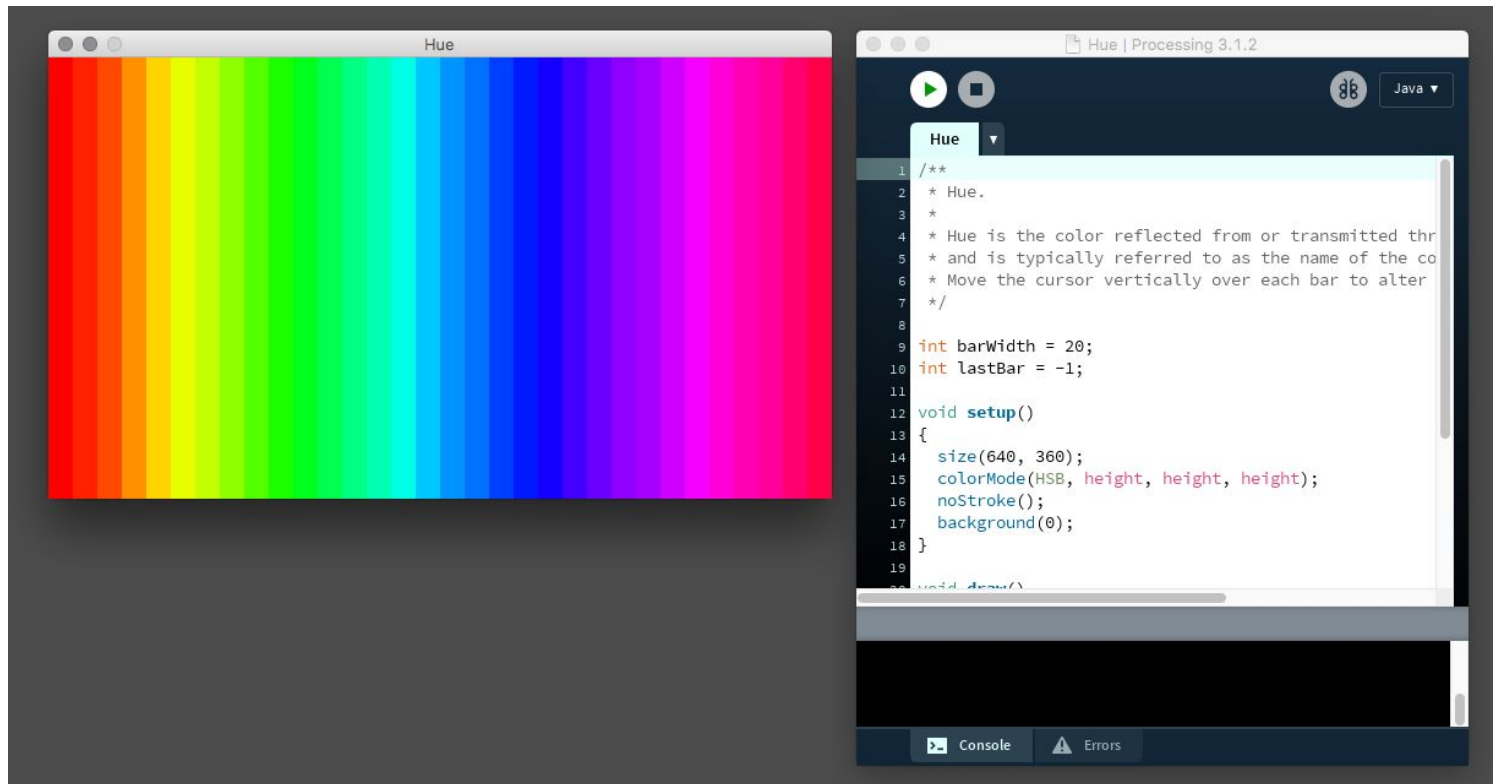
```
main() {  
    spreadOnBread(peanutButter, breadSlice1)  
    spreadOnBread(jelly, breadSlice2)  
    putBreadTogether()  
}
```

Pseudocode: Your Turn!

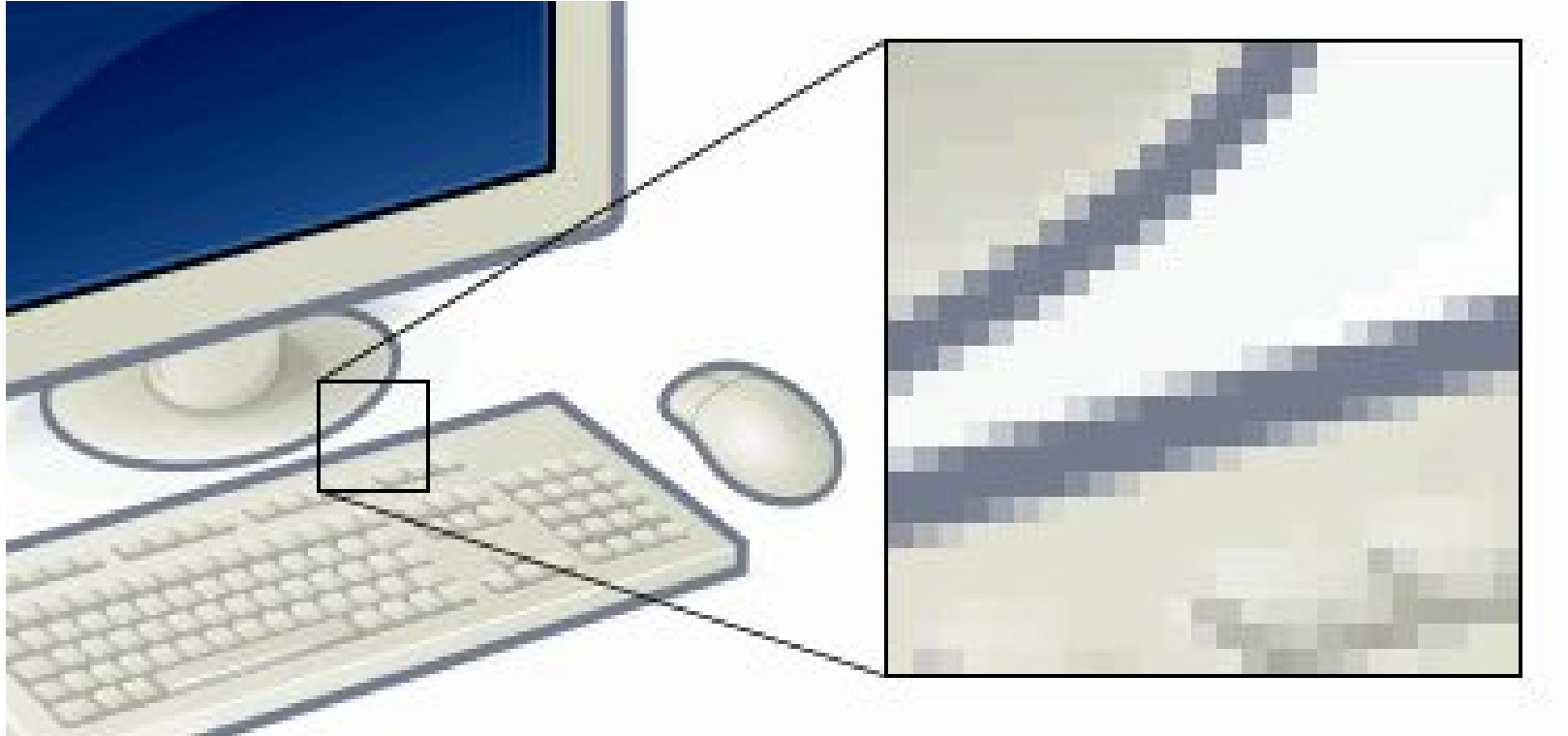
And Finally ... Some Code

Processing

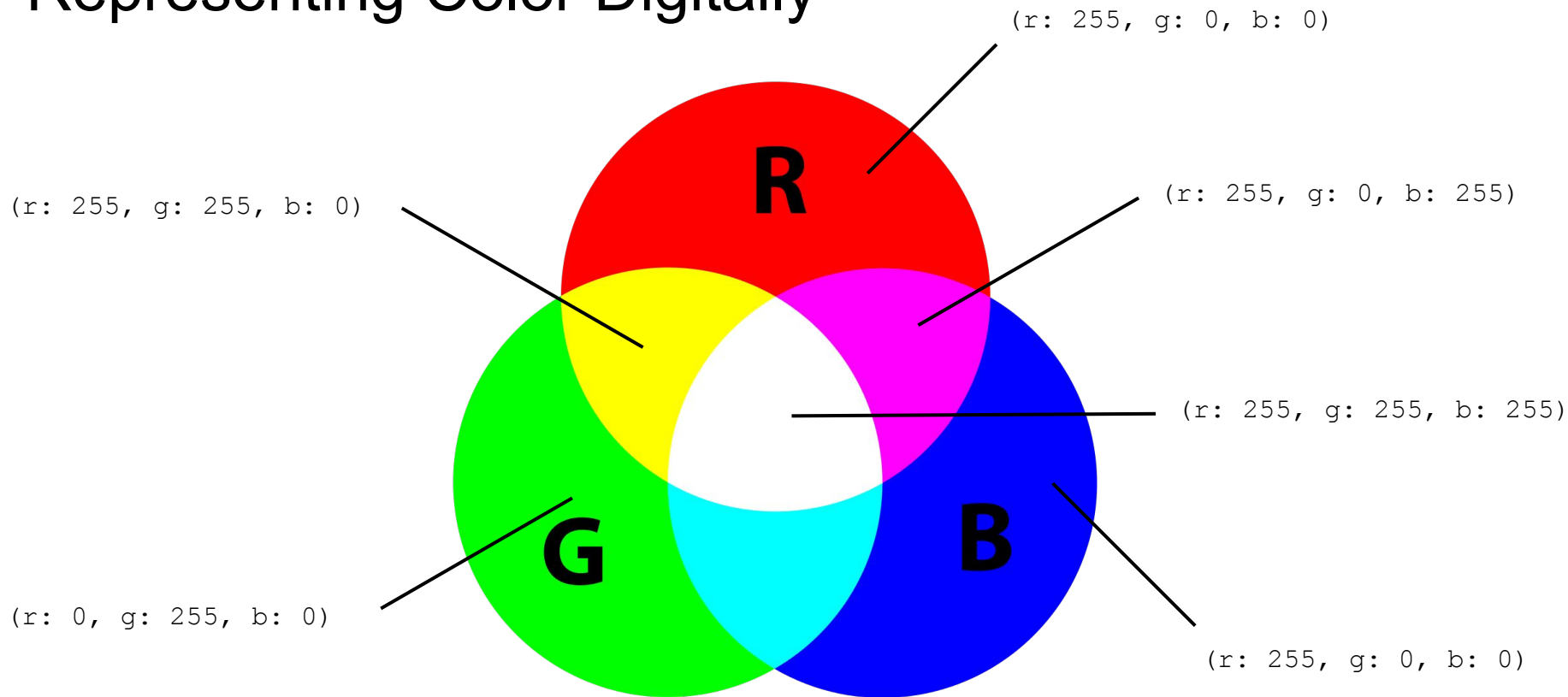
Processing & its canvas



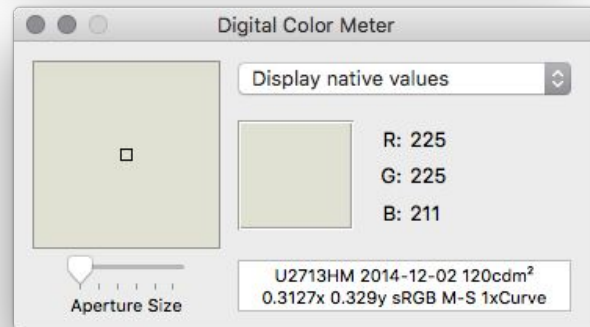
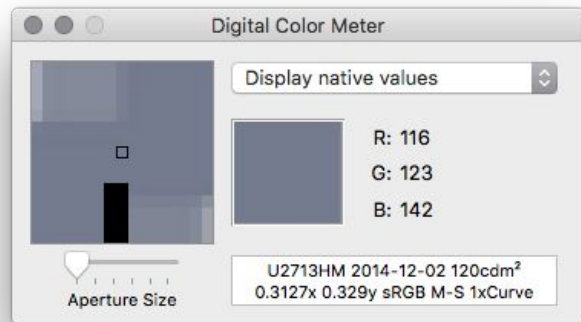
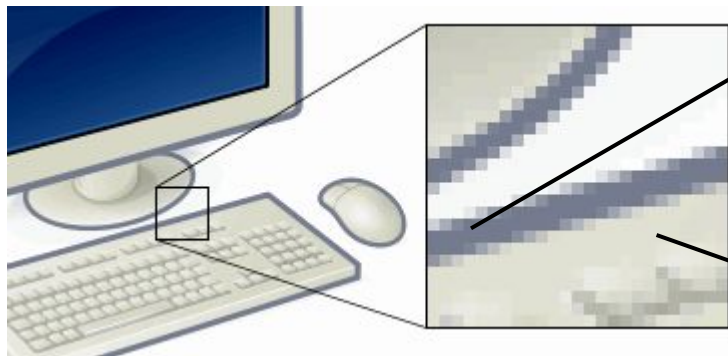
Pixels: How We Represent Images Digitally



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 using namespace std;
8
9 struct Shade {
10     int x;
11     int y;
12     enum color {
13         RED, GREEN, BLUE, WHITE
14     };
15 };
16
17 void Shade(Shade &shade, color c);
18
19 #endif
20
21 // Shade.cpp
22 #include "Shade.h"
23
24 void Shade(Shade &shade, color c) {
25     switch(c) {
26         case RED:
27             shade.x = 100;
28             shade.y = 100;
29             shade.color = RED;
30             break;
31         case GREEN:
32             shade.x = 200;
33             shade.y = 200;
34             shade.color = GREEN;
35             break;
36         case BLUE:
37             shade.x = 300;
38             shade.y = 300;
39             shade.color = BLUE;
40             break;
41         case WHITE:
42             shade.x = 400;
43             shade.y = 400;
44             shade.color = WHITE;
45             break;
46     }
47 }
48
49 int main() {
50     Shade s;
51     Shade(s, RED);
52     cout << "Shade: (" << s.x << ", " << s.y << ") with color " << s.color << endl;
53     return 0;
54 }
```

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
```