



Getting started with Processing Homework

Note: For question 1-3 please type your answers as comments in the code

Question 1

Suppose you have a Processing game project and you set the screen size to 700px by 1000px, so size(700, 1000). If I drew a dot at position (600, 900), in which corner of the game screen would that dot appear? Would it appear in the top-left, top-right, bottom-left or bottom-right? What about if I drew a dot at position (100, 150)?

Question 2

When drawing a rectangle in processing you need to give 4 numbers to the rect command as an example, rect(200, 100, 50, 60). Please explain what each of the 4 numbers are for.

Question 3

When drawing a circle or ovals in processing you need to give 4 numbers to the ellipse command as an example, ellipse(200, 100, 50, 60). Please explain what each of the 4 numbers are for.

Question 4

Below is a simple picture. Your goal is to recreate this picture in processing to the best of your abilities. You do not need to match it exactly. For this question you will obviously need to type real and working code.

