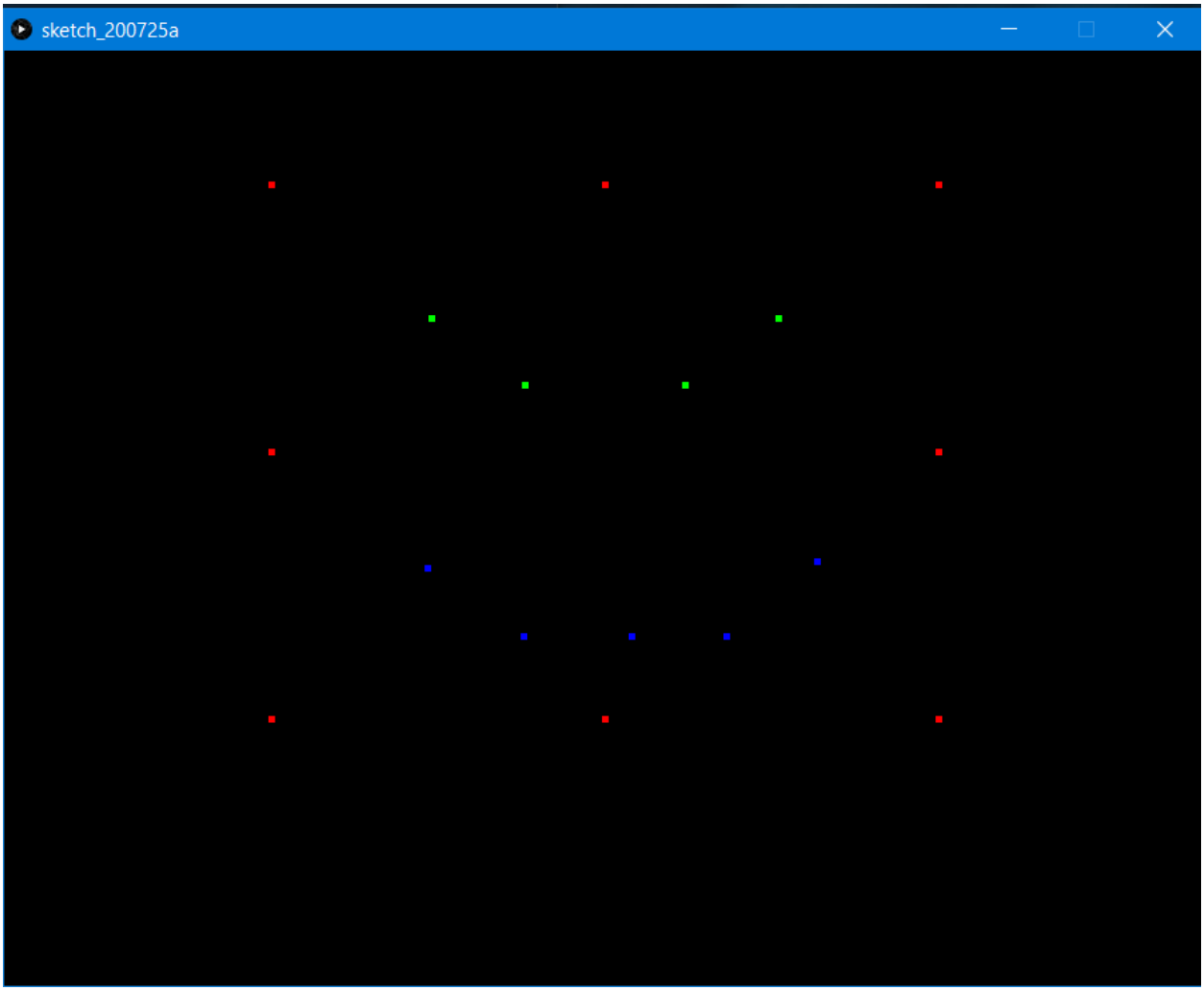
FOCUS LEARNING

Name:_____
Date:_____

Dot to Dot Project

Step 1: For step one you will need to create a dot to dot in Processing which represents a picture of something. All you need to do for this step is draw dots on the screen (remember to use strokeWeight() to make the dots bigger). You may choose to use any colors you wish. Below is an example of a dot to dot.



Try your best to not just blindly guess and check for the position of the dots. Remember how to the coordinate system works in processing and use it to make educated guess as to where the dots need to be. Hint: draw a picture on paper to help visualize it better.

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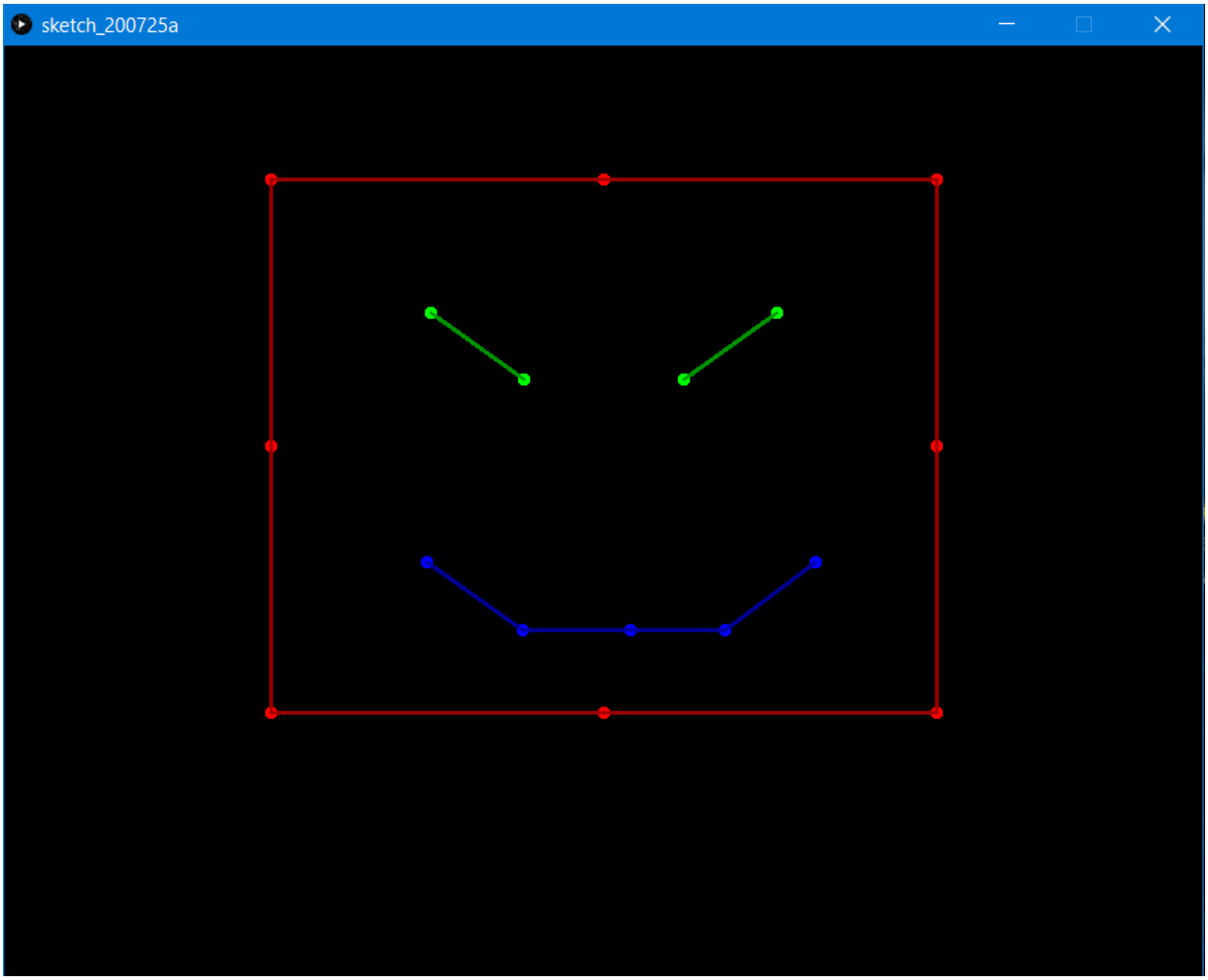
Step 2: For this step you need to complete your picture by connecting the dots with lines. All you will need to draw in this step are lots of lines. Again, you may choose to use whatever colors you want. Hint: you can change the thickness of lines by using strokeWeight() and you can set the color of lines by using stroke()). Below is an example of what is expected, but you can be more creative.



It would be a good idea to make the thickness of the dots bigger than the thickness of the lines so that it is easier to see the dots once the lines are drawn to the screen. The picture that is shown above is simply a happy face.

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Step 3: For this last step you will need to add some code to your project. The code you need to add is given to you below. The code you see below should be unfamiliar to you, but that is fine we will learn about it very soon. Once you typed the code into your project you will need to explain what that code does. You should write you explanation as comments in your code. Can you predict what mouseX and mouseY are? Why do we need the variables x and y.

```
x = 0
y = 0
def mousePressed():
    global x
    global y
    x = mouseX
    y = mouseY

def mouseReleased():
    stroke(255, 255, 0)
    strokeWeight(5)
    line(x, y, mouseX, mouseY)
```