



## **Images, text and sounds Processing Homework**

Note: For question 1-4 please type your answers as comments in the code

### Question 1

In processing, a lot of times when you display/output text the font/text size will not be the size that you want. How can you change the font size in Processing?

### Question 2

Explain why we use pushStyle() and popStyle() in our code when we draw stuff to the output screen. For an example you can look back at the code from class. What can happen if you do not use push and pop style?

### Question 3

In Processing you can use the Minim library to give Processing the ability to play sound files. What is the difference between `minim.loadFile("Tick.mp3").play()` and `minim.loadFile("Tick.mp3").loop()`

### Question 4

In Processing there is sometimes a data folder next to your Processing file. The Processing file is what contains all your Python code. What is the data folder for? Why is the data folder important? What kind of stuff would you put inside the data folder?

### Question 5

With the homework pdf you can find one sound file, `End_Game.wav`. Your goal is to type code to play the sound file in a loop. You also need to find a picture on Google that best matches the sound file and save it to your computer. Then display the picture on your output screen in Processing. The size of the picture does not really matter.