## Bezier\_Lo 1 final int spies = 6; 2 final float \( \text{if = TWO} \) 2 final float \( \text{bezier} \) \( \text{void} \) 3 final float \( \text{bezier} \) \( \text{void} \) = 0; 6 float \( \text{bezier} \) \( \text{void} \) = 0; 10 float \( \text{bezier} \) \( \text{void} \) = 0; 11 void \( \text{set} \) \( \text{void} \) = 0; 12 { 13 \( \text{size} \) \( \text{400} \), \( \text{side} \) \( \text{side} \

<u>File Edit Sketch Debug Tools</u>

| Boek | Les | Omschrijving                    | spokes<br>(0.5 +<br>5 + ra | Klad  | ır?     |
|------|-----|---------------------------------|----------------------------|-------|---------|
| 1    | 1   | Een Mooi Programma              | ranc                       |       |         |
|      | 2   | Bal naar rechts                 | om(1)<br>1))*b             |       |         |
|      | 3   | width en height =               | )*sid<br>ezier             |       |         |
|      | 4   | pointen random                  | two_                       |       |         |
| 2    | 5   | line en stroke                  | - G                        |       |         |
|      | 6   | Bal die eeuwig naar rechts gaat |                            |       |         |
|      | 7   | Rect en fill                    |                            |       |         |
| 3    | 8   | Bal die horizontaal stuitert    |                            |       |         |
|      | 9   | ellipse en background           |                            |       | Bezie   |
|      | 10  | Bal die schuin stuitert         |                            | Bez   | A07J    |
|      | 11  | text 7 + 7                      |                            | ier_L | e   Pro |
| 4    | 12  | fullScreen                      |                            | ove   | cess    |
|      | 13  | PImage                          |                            |       | ng 3.:  |
|      | 14  | Zwaartekracht                   |                            |       | 6       |
|      | 15  | Arrays 1                        |                            |       |         |
|      | 16  | Arrays2                         |                            | ×     |         |



bezier\_two\_x\*spoke\_sin,
cos + bezier\_three\_x\*spoke\_sin,
bezier\_end\_x\*spoke\_sin);

