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| 自分の作品 | 参考にした作品 |
| float bx = mouseX;  float by = mouseY;  float cx = -500;  float add=1;  float文途中省略  //////////////////////////////////  void **setup**(){  background(0);  smooth();  strokeWeight(1);  rectMode(CENTER);  size(1000,1000);  noLoop();  noStroke();  //frameRate(120);  }  //////////////////////////////////void **draw**(){   add=add+.1;   background(0);    fireflower(bx,by);    fireflowerRandomB(cx,cy);    fireflowerSun(dx,dy);    fireflowerBlue(ex,ey);    fireflowerRed(fx,fy);    fireflowerCyan(gx,gy);    fireflowerGreen(hx,hy);    fireflowerRandomR(ix,iy);   //back    for (int angle = 0; angle <= 360; angle=angle+10){  float x = random(0,1000) + (sin(radians(angle)) \* 8\*add);  float y = random(0,1000) + (cos(radians(angle)) \* 8\*add);  fill(0,255,255);  ellipse(x,y,5,5);  }    if(255-5\*add<0){    add=0;    cx = random(1000);    cy = random(1000);    dx = random(1000);    dy += 300 ;    if (dy>1000){      dy = -500;    }    ex += 1000;    ey = random(1000);    if(ex>1500){      ex =-500;    }  If文fx以降省略  if(key == &apos;a&apos;){    bx = random(1000);    by = random(1000);  }  }  if(key == &apos;s&apos;){   bx = -5000;   by = -5000;  }  }  //////////////////////////////////////////////////////////////////////////////////////  void fireflower( float a, float b){  //purple  for (int angle = 0; angle <= 360; angle=angle+60){  float x = a + (sin(radians(angle)) \* 0.5\*add);  float y = b + (cos(radians(angle)) \* 0.5\*add);  fill(200-10\*add,100-5\*add,255-10\*add);  ellipse(x,y,5,5);  }  //blue  for (int angle = 0; angle <= 360; angle=angle+30){  float x = a + (sin(radians(angle)) \* 1\*add);  float y = b + (cos(radians(angle)) \* 1\*add);  fill(0,0,255-5\*add);  ellipse(x,y,5,5);  }  //magenta  for (int angle = 0; angle <= 360; angle=angle+30){  float x = a + (sin(radians(angle)) \* 1.5\*add);  float y = b + (cos(radians(angle)) \* 1.5\*add);  fill(255-5\*add,0,255-5\*add);  ellipse(x,y,5,5);  }  //cyan  for (int angle = 0; angle <= 360; angle=angle+25){  float x = a + (sin(radians(angle)) \* 2\*add);  float y = b + (cos(radians(angle)) \* 2\*add);  fill(0,255-5\*add,255-5\*add);  ellipse(x,y,5,5);  }  //green  for (int angle = 0; angle <= 360; angle=angle+20){  float x = a + (sin(radians(angle)) \* 2.5\*add);  float y = b + (cos(radians(angle)) \* 2.5\*add);  fill(0,255-5\*add,0);  ellipse(x,y,5,5);  }  関数途中省略  void **mouseClicked**() {    if(mouseButton == LEFT){    loop();    }    if(mouseButton == RIGHT){      noLoop();    }    bx=mouseX;    by=mouseY;    } | float plusr=1;  void **setup**(){  background(0);  smooth();  strokeWeight(1);  size(500,500);  //noLoop();  noStroke();  }  void **draw**(){  plusr=plusr+.1;background(0);  関数は「processingをはじめようの本を参考にした」  ここの花火の描き方を参考にした  for (int angle = 0; angle <= 360; angle=angle+10){  float x = 250 + (sin(radians(angle)) \* 3\*plusr);  float y = 250 + (cos(radians(angle)) \* 3\*plusr);  fill(100-5\*plusr,255-5\*plusr,100-5\*plusr);  ellipse(x,y,5,5);  }  for (int angle = 0; angle <= 360; angle=angle+10){  float x = 250 + (sin(radians(angle)) \* 5\*plusr);  float y = 250 + (cos(radians(angle)) \* 5\*plusr);  fill(100-5\*plusr,100-5\*plusr,255-5\*plusr);  ellipse(x,y,8,8);  }  for (int angle = 0; angle <= 360; angle=angle+10){  float x = 250 + (sin(radians(angle)) \* 8\*plusr);  float y = 250 + (cos(radians(angle)) \* 8\*plusr);  fill(255-5\*plusr,100-5\*plusr,100-5\*plusr);  ellipse(x,y,10,10);  }  for (int angle = 0; angle <= 360; angle=angle+10){  float x = random(0,500) + (sin(radians(angle)) \* 8\*plusr);  float y = random(0,500) + (cos(radians(angle)) \* 8\*plusr);  fill(255-5\*plusr,255-5\*plusr,100-5\*plusr);  ellipse(x,y,8,8);  }  if(255-5\*plusr<0){  plusr=0;  }  } |

Processingの作品のコードレビュー

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