void setup() {

size(640, 360);

// Initialize all values

r = height \* 0.45;

theta =3;

theta\_vel = 2;

theta\_acc = 0.0005;

}

void draw() {

background(199,252,248);

// Translate the origin point to the center of the screen

translate(width/2, height/2);

// Convert polar to cartesian

float x = r \* cos(theta);

float y = r \* sin(theta);

// Draw the ellipse at the cartesian coordinate

ellipseMode(CENTER);

noStroke();

fill(255,45,8);

ellipse(x, y, 25,25);

// Apply acceleration and velocity to angle (r remains static in this example)

theta\_vel += theta\_acc;

theta += theta\_vel;

}

引用サイト<https://processing.org/examples/polartocartesian.html>