







Processing

- right now `Canvas` is static
- thinking in terms of a draw loop in the canvas  
like



Statistics

```
// setup() runs once
```

```
void setup() {  
    size(640, 360);  
}
```

```
// draw() runs continuously
```


```
void draw() {  
    translate(width/2, height/2);  
    point(0, sin(t));  
    // increment values to animate  
    t++;  
}
```







# Static Canvas

- right now Canvas is static
- thinking in terms of a draw loop in the canvas  
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```
// setup() runs once  
void setup() {  
    size(640, 360);  
}
```

```
// draw() runs continuously  
void draw() {  
    translate(width/2, height/2);  
    point(0, sin(t));  
    // increment values to animate  
    t++;  
}
```

# Draw Loops

Processing vs Compose



```
// Processing - Java
void draw() {
    translate(width/2, height/2);
    point(0, sin(t/10) * 50);
    t++;
}
```

```
// Compose!
+Sketch(
    modifier ..
) { t → // t increments somewhere?!
    translate(size.width/2f, size.height/2f) {
        drawCircle(
            center = Offset(0f, sin(t/10) * 50f),
            ...
        )
    }
}
```