16th November 2017

Animated ball’s size controlled by slider example:

var ball;

var slider;

var ballSize;

function setup(){

   createCanvas(500,500);

   ballSize = 50;

   ball = new Ball();

   slider = createSlider(30, 100, 30);

   slider.position(600,width/2);

}

function draw(){

   background(150);

   ball.draw(ballSize);

   ball.animate();

   ballSize = slider.value();

}

function Ball(){

   this.x = height/2;

   this.y = width/2;

   this.xVel = 2;

   this.draw = function(size){

      noStroke();

      fill(200);

      ellipse(this.x, this.y, size, size);

   }

   this.animate = function(){

      this.x += this.xVel;

      if (this.x > width || this.x < 0){

          this.xVel \*= -1.2;

      }

   }

};

Text inputs:

var input;

var button;

var textI;

function setup(){

   createCanvas(500,500);

   background(150);

   input = createInput("How is the weather?");

   input.position(600,width/2);

   button = createButton("Click me!");

   button.position(750, width/2);

   button.mousePressed(display);

}

function draw(){

}

function display(){

   textI = input.value();

   text(textI, random(height), random(width));

   input.value('');

}