2nd November 2017

OOP + Arrays

Simple exercise for growing and shrinking objects:

var shape1;

function setup() {

 createCanvas(windowWidth, windowHeight);

 shape1 = new Shape(width/3 - 20, height/2);

 shape2 = new Shape(2\*width/3 - 20, height/2);

}

function draw() {

 background(100);

 shape1.show();

 shape1.grow();

 shape2.show();

 shape2.grow();

}

function Shape(\_x, \_y){

 this.x = \_x

 this.y = \_y;

 this.size = 100;

 this.show = function(){

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

 }

 this.grow = function(){

    if(frameCount%20 > 0){

     this.size += 1;

    } else {

     this.size = 100;

    }

 }

};

More detailed example:

var x;

var ball1;

var balls = [];

function setup() {

 createCanvas(windowWidth, windowHeight);

  x = 5;

 ball1 = new Ball(width/2, height/2);

 for(var i = 0; i <5; i++){

     balls[i] = new Ball(random(0,width), random(0,height));

 }

}

function draw() {

 background(100);

 ball1.show();

 for(var i = 0; i < balls.length; i++){

    balls[i].show();

    balls[i].animate();

 }

}

function mouseClicked(){

 var tempBall = new Ball(mouseX, mouseY);

 balls.push(tempBall);

}

function Ball(\_x, \_y){

 this.x = \_x

 this.y = \_y

 this.show = function(){

    ellipse(this.x, this.y, 200, 200);

 }

 this.animate = function(){

    this.x += 5;

 }

};