



Ice Cream Maker

Intro to Creative Computing
Project #2: Creating a New Painting App Web Version
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Target Users

Children who like ice cream, Educators, etc.

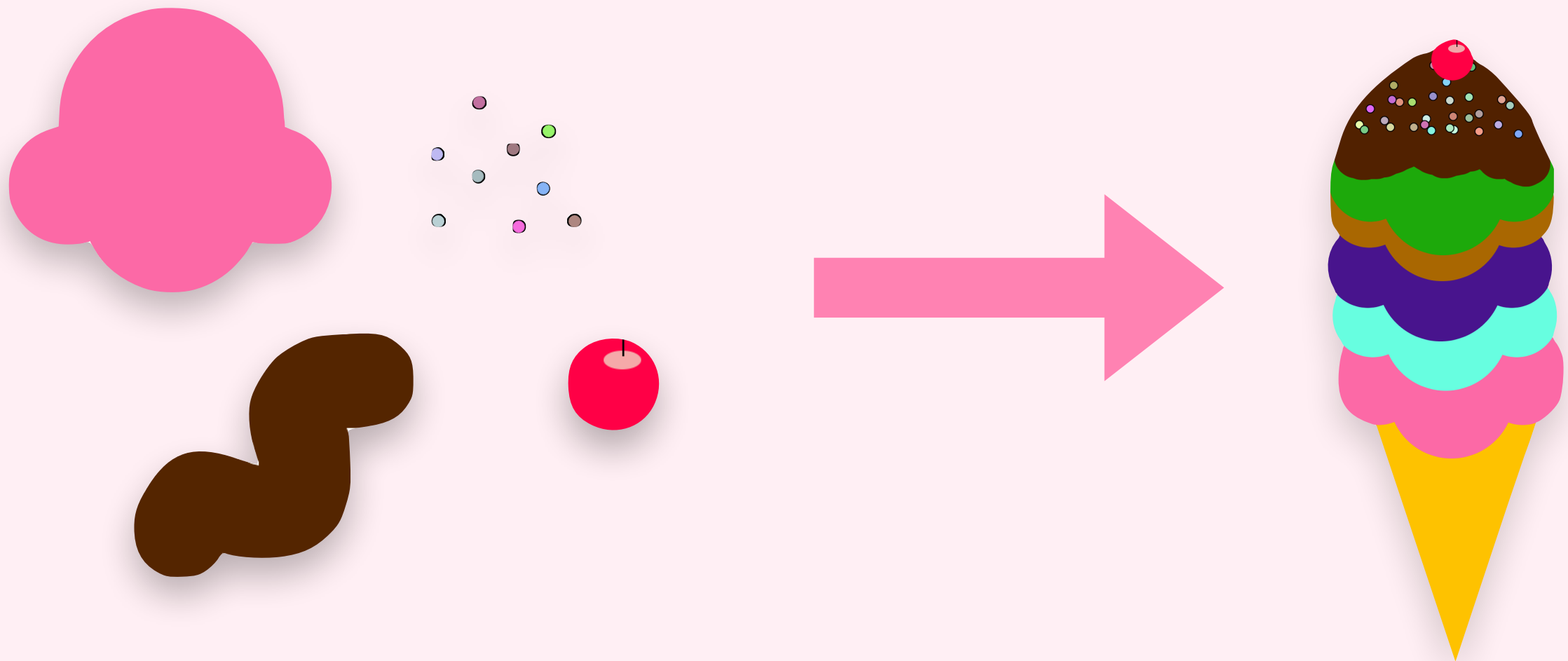


Features

The app will show you the ice cream cone with white background.
You can press various keys and left-click your mouse to make ice cream and decorate it.

Visual Concepts

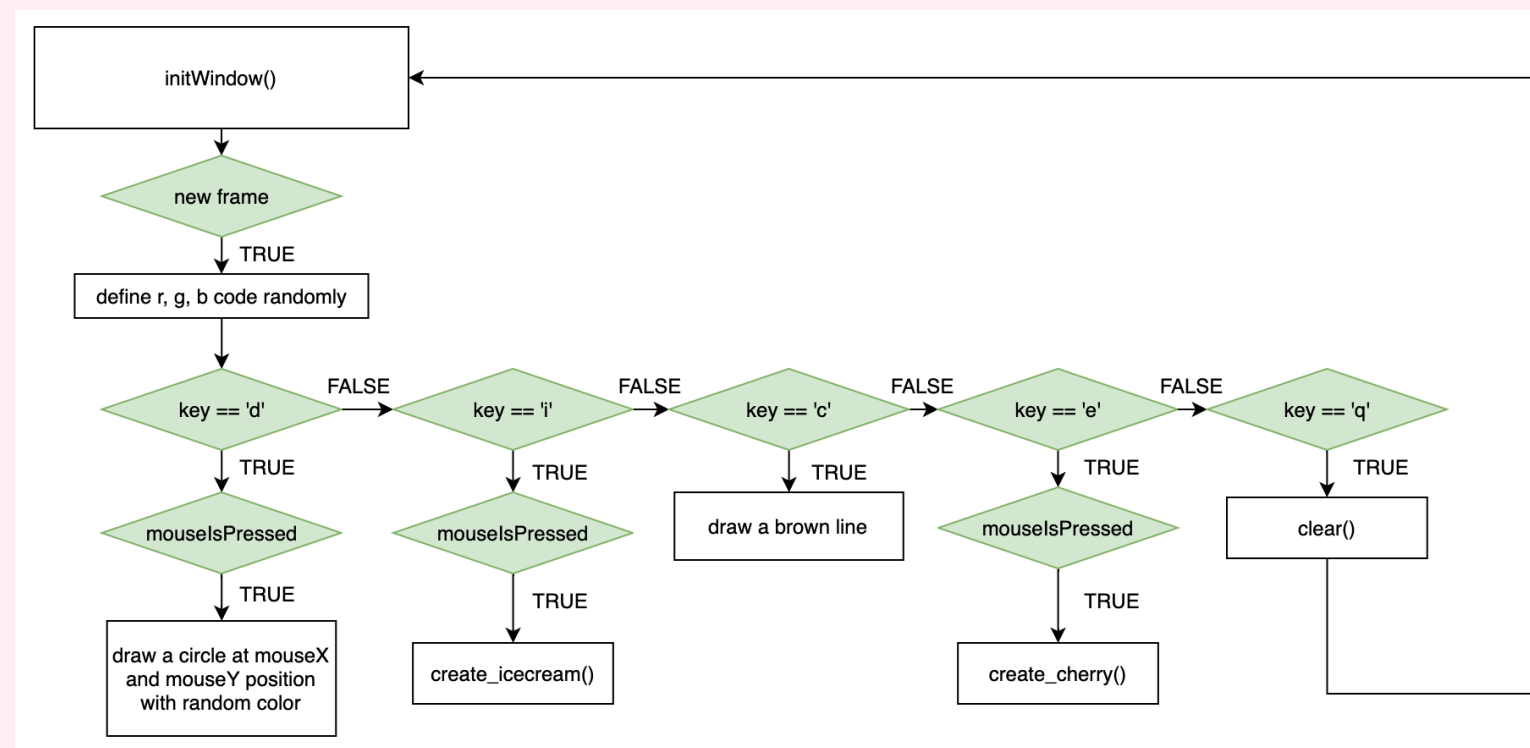
The app will show you the ice cream cone. You can press 'l' and left-click your mouse to place the main part, ice cream. You can select the color of your ice cream by color picker. After you place all the ice cream, you can press 'c' and drag your mouse to draw chocolate part on the top of the ice cream. You can press 'd' and left-click your mouse to decorate the ice cream with sprinkles. You can press 'e' and left-click your mouse to put the cherry on top. If you want to start all over again, press 'q' to clear the window.



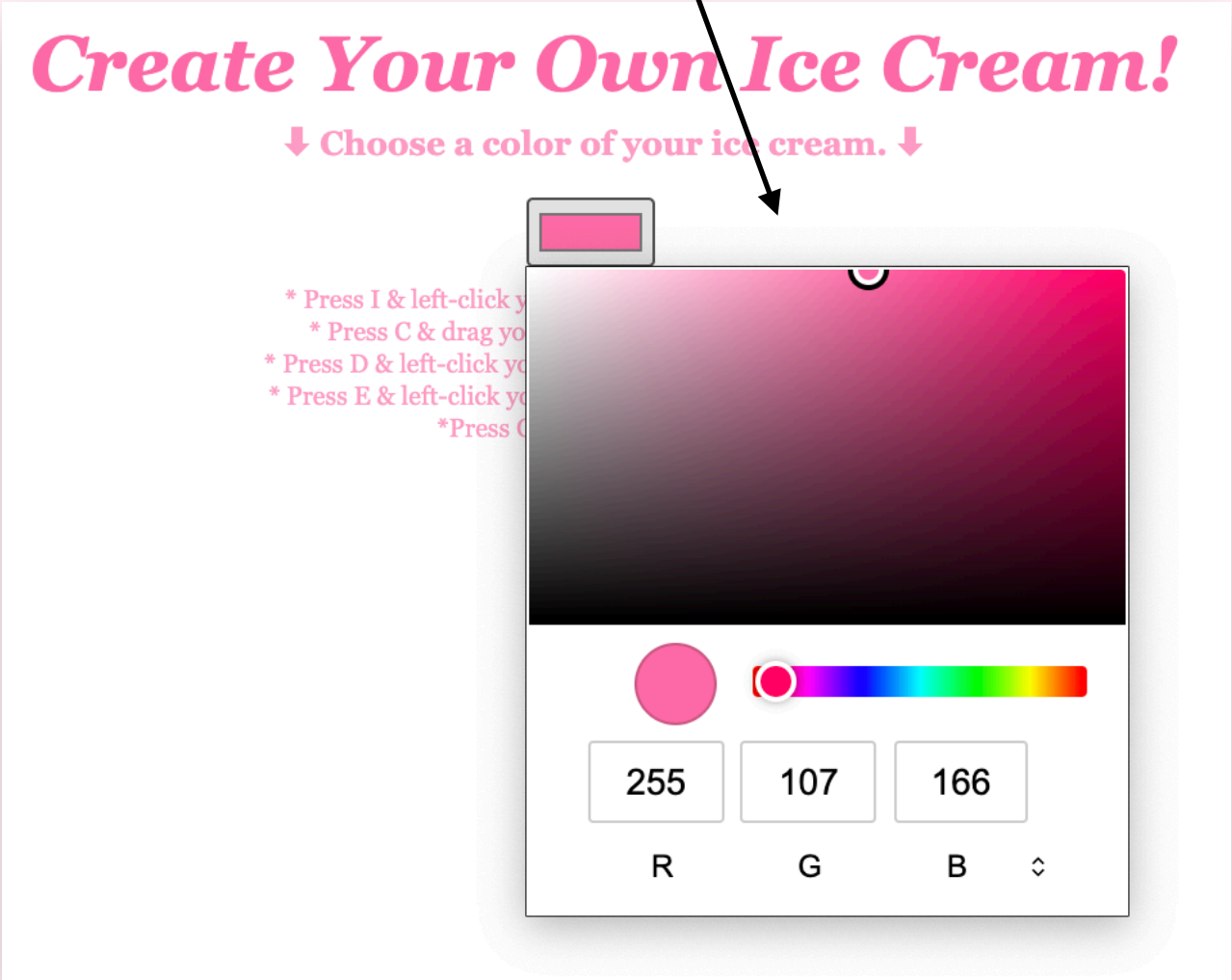
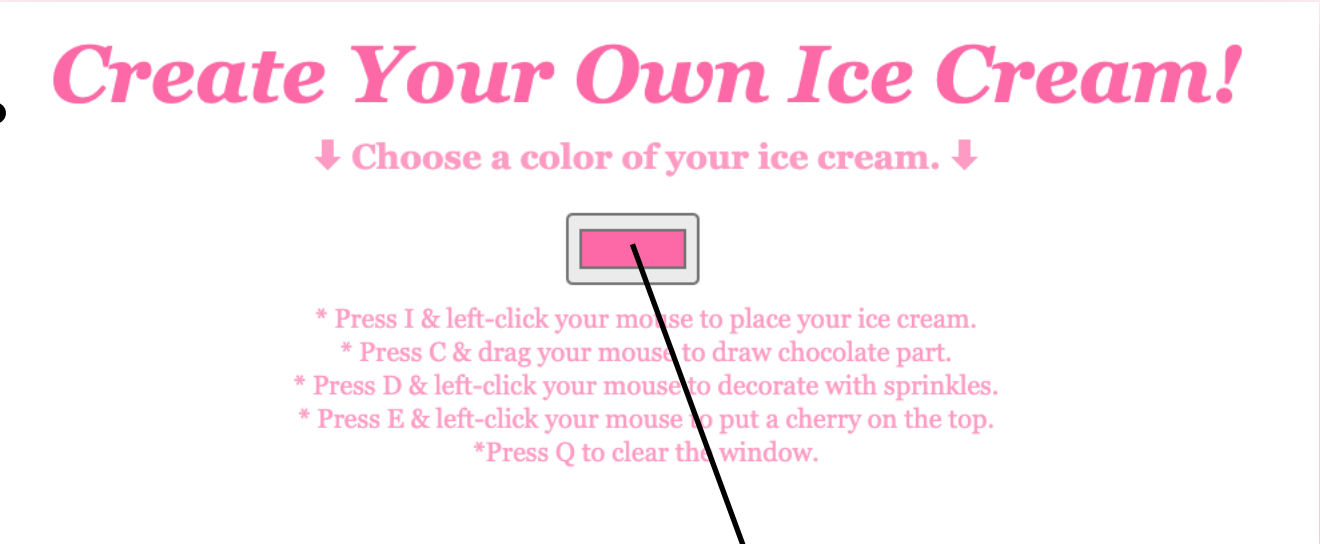
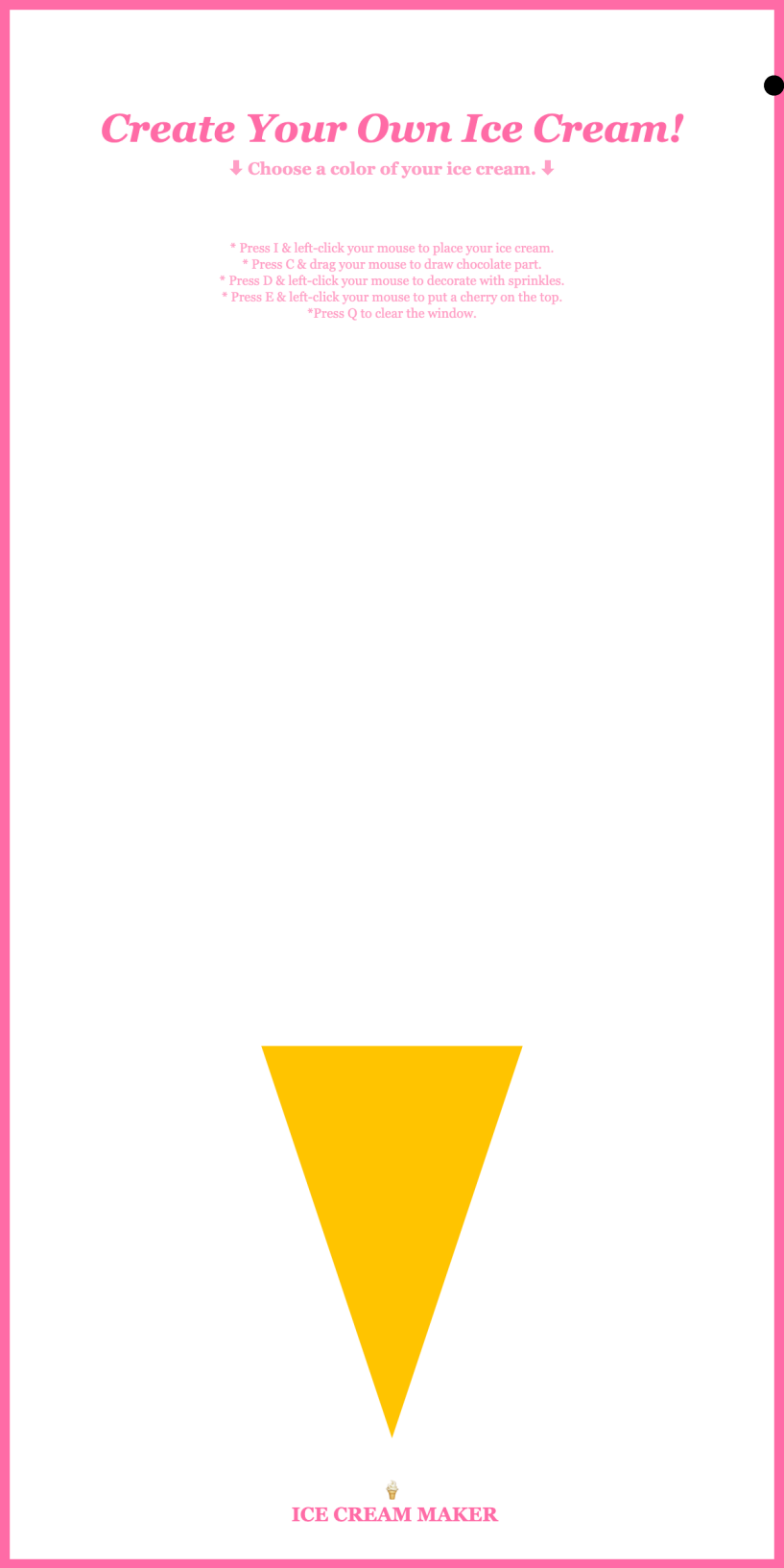
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Algorithms

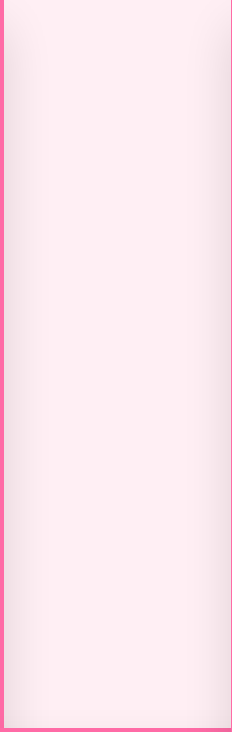
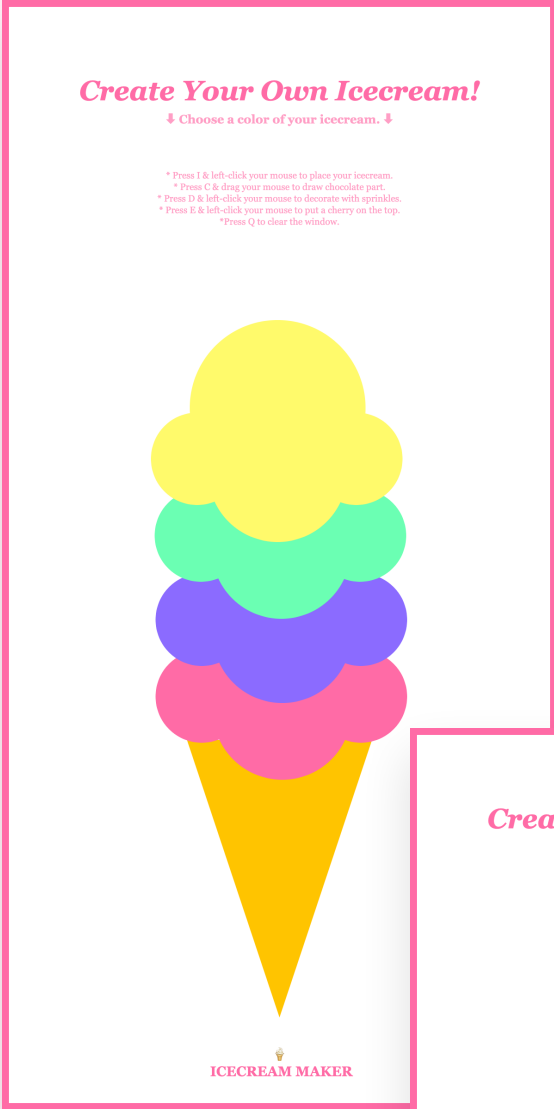
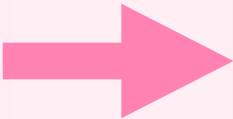
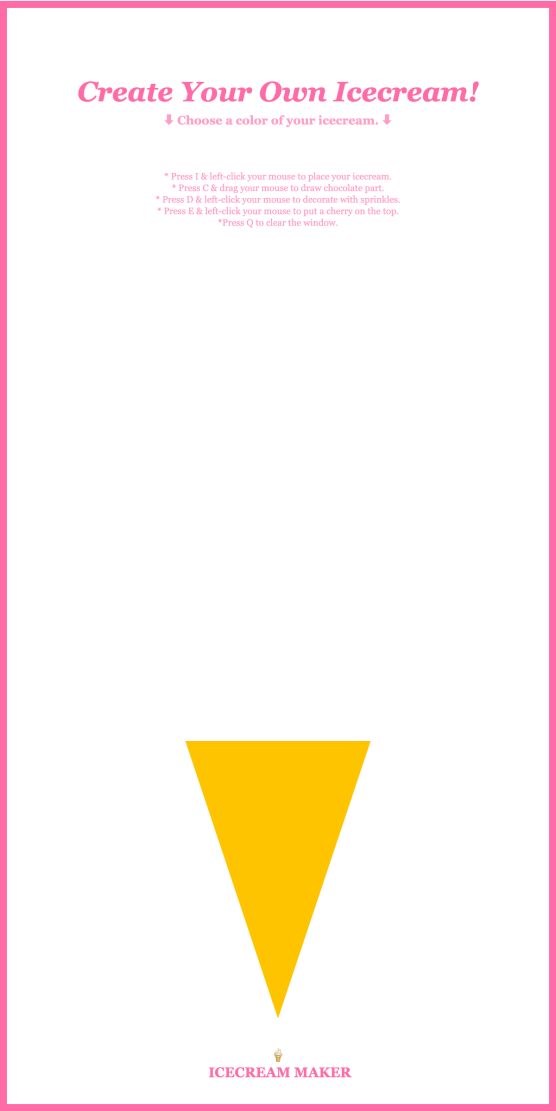
```
call function 'initWindow'  
if (new frame)  
    define r,g,b code randomly  
    if (key == 'd')  
        if (mouselsPressed)  
            draw a circle at mouseX and  
            mouseY position with random color  
    else if (key == 'i')  
        if (mouselsPressed)  
            call function 'create_icecream'  
            to create and draw the ice cream shape  
    else if (key == 'c')  
        draw a brown line for chocolate  
        part  
    else if (key == 'e')  
        if (mouselsPressed)  
            call function 'create_cherry' to  
            create and draw the cherry part  
    else if (key == 'q')  
        clear the window  
        call function 'initWindow'
```



Screenshots



Screenshots



Web Link

<https://editor.p5js.org/gartuaden/full/Mb0ulrhnr>

Thank You!