

# INPUTS & ASSETS

//Day No. 3

# KEYBOARD INTERACTIONS

//how do we incorporate  
//keyPresses into our sketches?

# keyPressed

Use an “if” statement in the draw()

```
void draw(){  
    if (keyPressed == true){  
        fill(0);  
    } else {  
        fill(255);  
    }  
    rect(25, 25, 50, 50);  
}
```

# keyPressed

Using a specific 'key'

```
if (keyPressed) {  
    if(key == 's' || key == 'S'){  
        //doSomething  
    }  
    if(key == ' '){  
        //doSomethingElse  
    }  
}
```

//or we can use void keyPressed()  
//we have to specify  
//lower or uppercase letters  
  
//this means the Spacebar key

# keyPressed()

As a function

```
int value = 0;

void draw(){
    fill (value);
    ellipse(25, 25, 50);
}

void keyPressed(){
    if(value == 0){
        value = 255;
    } else {
        value = 0;
    }
}
```

# keyPressed()

Using 'keyCode' like arrow keys

```
color value = color(125);

void keyPressed(){
  if(key == CODED){
    if(keyCode == UP){
      value += 10;
    } else if (keyCode == DOWN) {
      value -= 10;
    }
  } else {
    value = 125;
  }
}
```

# keyReleased

Does something when key is released

```
int value = 0;

void draw(){
    fill(value);
    ellipse(25, 25, 50);
}

void keyReleased(){
    if(value == 0){
        value = 255;
    } else {
        value = 0;
    }
}
```

# MOUSE INTERACTIONS

```
//how do we incorporate  
//mousePresses into our sketches?
```



# mousePressed

Use an “if” statement in the draw()

```
void draw(){
    if(mousePressed && (mouseButton == LEFT)){
        fill(0);
    } else if (mousePressed && (mouseButton == RIGHT)) {
        fill(255);
    } else {
        fill(125);
    }
    ellipse(width/2, height/2, 25);
}
```

# mousePressed()

Used as a function

```
void draw(){
    ellipse(width/2, height/2, 25);
    fill(125);
}

void mousePressed(){
    if(mouseButton == LEFT) {
        fill(0);
    } else if (mouseButton == RIGHT) {
        fill(255);
    }
}
```

# IMPORTING ASSETS

```
//prettify your sketches  
//using non-code elements
```

# Data Folder

IMAGE

MUSIC

FONT

VIDEO

ETC...

 FinalPresentation

 Halcyon2.0

 twoPointO

 data

 twoPointO.pde

# IMAGES

**PImage**: Datatype for storing images.

Processing can display: .gif, .jpg, .tga, and .png

```
PImage kermitImage;  
  
void setup(){  
    kermitImage = loadImage ("kermit.jpg");  
}  
  
void draw(){  
    image(kermitImage, xPos, yPos, width, height);  
}
```



# FONT

**PFont:** Datatype for storing font files.

```
PFont font;  
PFont fontTwo;  
  
void setup(){  
    font = loadFont("fontname-size.vlw");    // load font  
    fontTwo = createFont("Georgia.TTF");  
}  
  
Void draw(){  
    textFont(font, size);                    //switch font  
    text("Hello World", xPos, yPos);        //place text  
}
```

Day03\_Homework\_01

//DOWNLOAD THIS:





**BREAK**

# QUESTIONS??

//if you've got some

//now is the time to ask

**GITHUB**

# GITHUB

//used to collaborate on code projects  
//for uploading and showing our work online

# Steps:

//create an account (if you haven't already)

//you can use your New School ID e.g. leet

//create a new repository

//leet\_bootcamp\_code

//push your code through

//make and commit new changes

//as you work on your code

**NOW YOU TRY!**

# Homework

```
//complete two stages of your text adventure  
//add input and assets to your game
```

```
//push your code to GitHub
```

```
//TODAY'S REFERENCES:
```

```
//click here
```



**SEE YOU TOMORROW!**