INPUTS & ASSETS

//Day No. 3

KEYBOARD INTERACTIONS

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

keyPressed

keyPressed

Using a specific '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

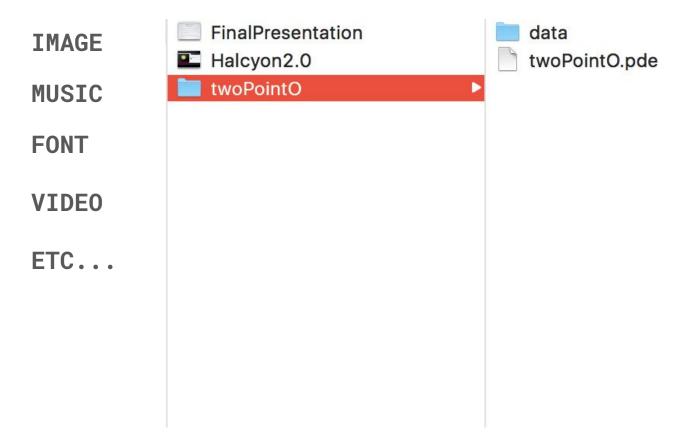
```
void draw() {
    ellipse(width/2, height/2, 25);
    fill(125);
}

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

IMPORTING ASSETS

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

Data Folder



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(kermitIamge, xPos, yPos, width, heigh
```

FONT

PFont: Datatype for storing font files.

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

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!