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11/12/14
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Lab 11

Peer Review Partner: Carlos Lawrence

Possible Defects: The on screen key board has an animation if you click on the key with the mouse, but when you press the same button on the actual key board, the animation does not occur.

Improper Coding Style: The coding style all seemed to be correct for the language being used.

Suggestions on Improvements: More comments would have been helpful to understanding what was going on.

The code would full fill the needed function for his project.

The coding style was straight forward and logical.

The code could be easily understood.

The file could be improved by using more comments.

This is the code:

```
// Need G4P library
import g4p_controls.*;

public void setup(){
  size(800, 800, JAVA2D);
  createGUI();
  customGUI();
  // Place your setup code here

}

public void draw(){
  //adding GUI graphics
  background(100);
  noStroke();
  //draw gradient for display
  for (int i = 0; i < 10; i++)
  {
    int fivei = i * 5 + 50;
    fill(fivei);
    rect(0, 600 + i, width, 1);
  }
```

```
  int notes_width = 164;
  for (int i = 0; i * notes_width < width; i++)
  {
    int x = notes_width * i;
    fill(0);
     if ( (x + 45) < width ) { //check if the whole note fits on the page
      //first note
      ellipse(20 + x, 785, 10, 10);
      ellipse(40 + x, 785, 10, 10);
      rect(22 + x, 755, 3, 30);
      rect(22 + x, 755, 20, 3);
      rect(42 + x, 755, 3, 30);
    }
    if ( (x + 71) < width ) { //check if the whole note fits on the page
      //slanted note
      //triangle: (x1, y1, x2, y2, x3, y3)
      ellipse(62 + x, 790, 10, 10);
      triangle(60 + x, 760, 64 + x, 790, 63 + x, 760);
      triangle(64 + x, 790, 67 + x, 790, 63 + x, 760);
      triangle(62 + x, 760, 67 + x, 790, 62 + x, 760);
      triangle(62 + x, 760, 71 + x, 760, 62 + x, 764);
    }
    if ( (x + 116) < width) { //check if the whole note fits on the page
      //slanted double note
      ellipse(84 + x, 778, 10, 10);
      ellipse(107 + x, 782, 10, 10);
      triangle(87 + x, 778, 89 + x, 749, 92 + x, 750);
      triangle(87 + x, 778, 89 + x, 780, 92 + x, 750);
      triangle(89 + x, 749, 114 + x, 753, 113 + x, 756);
      triangle(89 + x, 752, 89 + x, 749, 113 + x, 756);
      triangle(113 + x, 753, 109 + x, 783, 112 + x, 784);
      triangle(113 + x, 753, 116 + x, 754, 112 + x, 784);
    }
    if ( (x + 174) < width ) { //check if the whole not fits on the page
      //triplet
      ellipse(125 + x, 790, 10, 10);
      ellipse(147 + x, 785, 10, 10);
      ellipse(169 + x, 780, 10, 10);
      rect(127 + x, 760, 3, 30);
      rect(149 + x, 755, 3, 30);
      rect(171 + x, 750, 3, 30);
      triangle(127 + x, 757, 127 + x, 760, 174 + x, 750);
      triangle(174 + x, 747, 174 + x, 750, 127 + x, 757);
    }
  }

}

void keyPressed(){
```

```
  int keyIndex = -1;
  if( key >= 'A' && key <= 'Z') {
    keyIndex = key - 'A';
  } else if (key >= 'a' && key <= 'z') {
    keyIndex = key - 'a';
  }
  switch(keyIndex) {
    case 0: a_click1((a), GEvent.CLICKED); break;
    case 1: b_click1((b), GEvent.CLICKED); break;
    case 2: c_click1((c), GEvent.CLICKED); break;
    case 3: d_click1((d), GEvent.CLICKED); break;
    case 4: e_click1((e), GEvent.CLICKED); break;
    case 5: f_click1((f), GEvent.CLICKED); break;
    case 6: g_click1((g), GEvent.CLICKED); break;
    case 7: h_click1((h), GEvent.CLICKED); break;
    case 8: i_click1((i), GEvent.CLICKED); break;
    case 9: j_click1((j), GEvent.CLICKED); break;
    case 10: k_click1((k), GEvent.CLICKED); break;
    case 11: l_click1((l), GEvent.CLICKED); break;
    case 12: m_click1((m), GEvent.CLICKED); break;
    case 13: n_click1((n), GEvent.CLICKED); break;
    case 14: o_click1((o), GEvent.CLICKED); break;
    case 15: p_click1((p), GEvent.CLICKED); break;
    case 16: q_click1((q), GEvent.CLICKED); break;
    case 17: r_click1((r), GEvent.CLICKED); break;
    case 18: s_click1((s), GEvent.CLICKED); break;
    case 19: t_click1((t), GEvent.CLICKED); break;
    case 20: u_click1((u), GEvent.CLICKED); break;
    case 21: v_click1((v), GEvent.CLICKED); break;
    case 22: w_click1((w), GEvent.CLICKED); break;
    case 23: x_click1((x), GEvent.CLICKED); break;
    case 24: y_click1((y), GEvent.CLICKED); break;
    case 25: z_click1((z), GEvent.CLICKED); break;
  }
}

// Use this method to add additional statements
// to customise the GUI controls
public void customGUI(){

}
```