

Plan : Variables

1 - Welcome : 10 » 10

```
- **run - five variables** _internal_  
- bucket : a type of thing, a defined number of things  
- **Processing doc** - **frameCount** » **frameRate()**
```

2 - Declare & Assign : 5 » 15

```
- **Figure** 'Declaring and initialising a float variable'  
- declare : _name & type_  
- assign : _give it a value_  
- initialize : _declare & assign together_  
  _TYPE_  
  _NAME_  
  _OPERATOR_  
  _VALUE_
```

3 - Types : 10 » 25

```
- **String** & **text(**) - static  
- **run - trees**  
  - _Jo Wood_ : credit, fastidious comments  
  - color **experiment**  
  - trees **move** _move tree 2_  
  - trees **mouseX / mouseY** - move  
  - **frameCount** - colour  
  - **frameCount** - move  
  - **framerate** - change
```

4 - Scope : 10 » 35

```
- **run - xPos**  
- **experiment**  
  - change _xPosition_ -4, +2, etc.  
  - change _frameRate()  
  - initialise in setup()  
  - initialise in draw()
```

5 - Autonomy : 5 » 40

```
- extras  
- summary - _self check_  
- objectives  
- TAs and classes : Olga, Sofiia, Aravin, Charlie  
- extras _challenges_  
  1. _moving circles_  
  2. _frameRate_  
  3. _digital timer_  
- **decisions** & **loops & groups**  
- fun, data collection --> fun?!
```