

## # Plan : Variables

### ## 1 - Welcome : 10 » 10

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

### ## 2 - Declare & Assign : 5 » 15

```
- **img**  
| - declare : _name & type_  
| - assign : _give it a value_  
| - initialize : _declare & assign together_  
| _TYPE_  
| _NAME_  
| _OPERATOR_  
| _VALUE_
```

### ## 3 - Types : 10 » 25

```
- String  
- **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.  
| - 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_  
- **decisions** & **loops & groups**  
- fun, data collection --> fun?!
```