Chapter 3

To create moving pictures include system functions:

* setup() : initial frame
* draw() : subsequent frame

Typical program

//comment block

// includes id

void setup() {

//commands to initialize

// executed once

}

void draw() {

//commands to control pixels

//executed repeatedly

//default 60 frames/sec

}

Ctrl T can auto format the program

System variables:

* width
* height
* mouseX
* mouseY
* PmouseX
* PmouseY

In general draw() begins with background() to erase the previous frame

System variables:

Width, height → Specifies size of processing window

mouseX (position)

mouseY

pmouseX (previous)

pmouseY

Mouse Speed:

* abs(mouseX-pmouseX); → x-component of mouse speed

Moving pictures:

* Use system functions:
  + setup(); →  Initial frame
  + draw(); → subsequent frame (use background(); to erase previous frame)
* Ex.
  + //comment block
  + // name, date, id, name of file
  + void setup(){
    - //commands to initialize (indented)
    - //this is only executed once
  + }
* Ex2.
  + void draw(){
    - //commands to control pixels
    - /executed repeatedly

Event Listener Functions:

* mousePressed()
* mouseReleased()
* mouseClicked()
* mouseMoved();
* mouseDragged()
* keyPressed()
* keyReleased()