The code is an OpenFrameworks based application that contains three files: main.cpp, ofApp.cpp, and ofApp.h.

In main.cpp file, first set the window mode of 1024x 768 by passing through the function functions and set the program to run as, as, as

In the ofapp.h file, a class named ofApp is defined, which inherits from the ofBaseApp class. Four member functions are declared in the ofApp class: setup(), update(), draw(), and mouseMoved(). The setup () function has a white background, and the update () function has a white background, and the draw () function draws the coordinates in the window one by one.

In addition, the App class declares two private member variables, mouseX and mouseY, to record the coordinates of the mouse.

In the ofApp.cpp file, four member functions setup(), update(), draw(), and mouseMoved() are first implemented. In the setup() function, the ofSetBackgroundColor() function is used to set the background color of the window. Is white. The mousemaved () function moves the mouse while moving. The update () function color is, and the beginshape () function begins the drawing function with the drawing function.

This code uses the basic language methods of C++, such as classes, inheritance, functions, variables, loops, etc. At the same time, it also uses functions from the OpenFrameworks framework, such as functions from the OpenFrameworks framework, Such as OpenFrameworks function, function OpenBack(), functions such as ofBeginShape(), ofEndShape(), ofVertex() and so on.
I think I have mastered c++ better in this week's practice. Compared with the simple learning of c++ knowledge in the first week, my practice this week brought me more feelings. I took a JavaScript project I completed last semester and ported it to C++ using openFrameworks. This process was very interesting and made me feel that I had a better understanding of c++ and felt very proud of how images changed at openFrameworks.