MIDTERM DATES

October 12 Presentations of ideas

October 26 Presentations of work

November 9 Delivery of documentation

OBJECT ORIENTED PROGRAMMING

We want to create a Ball object. The Ball moves randomly into our sketch and bounces against the walls.

This Ball has properties:
- position
- speed
- size
- color

This Ball has function:
- display
- move
- check if it finds a wall

OBJECT ORIENTED PROGRAMMING

The structure to create an object and its class:

```
//Declare an object
NameOfTheObject nameOfTheInstance;
void setup(){
   //write initial properties here
}
void draw(){
   //assign functions to the object
}
//Write your object class (Template)
Class NameOfTheObject{
   //write the object variables here

   //Write your constructor
   NameOfTheObject(parameter1, parameter2, ...){
      //Pass parameters to variables
   }
   //write your differents functions here
}
```

DUE FOR NEXT WEEK

- Use object and array to create a creative processing sketch.

- Work on your midterm project.