I SHOULD LEARN OBJECT ORIENTED
PROGRAMMING

OBJECT ORIENTED PROGRAMMING

Imagine a human is an object.

Data:

- Name
- Gender
- Age
- Eye color
- Hair color

Functions:

- Sleep
- Breath
- Eat
- Walk

OBJECT ORIENTED PROGRAMMING

```
human_being  human1 = new human_being(«Georges»,
«man», 40, «blue», «blond»);

human_being  human2 = new human_being(«Martine»,
«woman», 80, «brown», «brown»);

human_being  human3 = new human_being(«Ken»,
«man», 20, «blue», «blond»);

human_being  human4 = new human_being(«Barbie»,
«woman», 19, «blue», «blond»);
```

OBJECT ORIENTED PROGRAMMING

```
color c;
float x;
float y;
float;
```
-> DATA

```
void setup() {
  size(500,500);
  c = color(0);
  x = 0;
  y = 250;
  speed = 10;
}
```
-> CONSTRUCTOR

```
void draw() {
  background(255);
  move();
  display();
}
```

```
void move() {
  x = x + speed;
  if (x > width) {
    x = 0;
  }
}

void display() {
  fill(c);
  ellipse(x,y,100,100);
}
```
-> FUNCTIONS

DUE FOR NEXT WEEK

- Use object and array to create a creative processing sketch. Your sketch must be composed of objects which have different behavior.

- Prepare your midterm assignment ideas to discuss. Post a text on the blog with your idea(s), references, and code (optional)