MOUSE EVENTS

Get the mouse position:
You can get the mouse x and y point, it belongs to the top left corner.

mouseX and mouseY -> store mouse position.

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mouseX and mouseY -> store mouse position.

pmouseX et pmouseY -> store the previous value of your mouse position.

MOUSE EVENTS

The mouse click event:

Three possibilities
- The moment when the mouse is pressed:
`mousePressed()`
- The moment when the mouse is released
`mouseReleased()`
- You can check if the click is maintained
`if(mousePressed){}`

MOUSE EVENTS

The mouse movement event:

Two others functions:
- every time the mouse moves -> mouseMoved()
- every time the mouse moves and is pressed -> mouseDragged()

KEYBOARD EVENTS

- The moment when a key is pressed:
keyPressed()
- The moment when a key is released
keyReleased()
- You can check if a key is pressed continuously
if(keyPressed){}


'TO START PRESS ANY KEY'
WHERES THE ANY KEY?
memegenerator.net

KEYBOARD EVENTS

Press a specific key:

You can use key to check which key is pressed.
if(key == ‘a‘){do something}

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Or you can use keyCode.
keyCode contains the numeric code of the key.
You can also use it for special key like UP, DOWN, LEFT, RIGHT, ALT, CONTROL et SHIFT.
if(keyCode == UP){do something}

EXPORTING YOUR IMAGE

With save(), you can export your sketch in an image format (tif, jpg, png and tga).

```
void keyReleased(){
  if (key==’s’){ save(«file.png»); }
}
```

```
void keyReleased(){
  if (key==’s’){
    save(«file» + millis() + «.png»);
  }
}
```

EXERCICE

- Create a processing sketch with an initial generative drawing. This drawing can be modified by the actions of a user with a keyboard or/and mouse events. Include a save function, and take different pictures of your project.