# 01 Introduction

## Learning Processing Resources

Moodle website with lecture notes and lecture examples: <http://elearn.waikato.ac.nz/course/view.php?id=20984>

Processing download: <http://processing.org/download/>

Processing Language Reference: <http://processing.org/reference/>

Online Tutorials: <http://processing.org/tutorials/>

Online Examples: <http://processing.org/examples/>

Processing for Javascript: <http://processingjs.org/>

Setting up Android Mode: <http://processing.org/tutorials/android/>

Community site: <http://openprocessing.org/>

## Basic Processing Concepts

**Sketch** – a window or screen where your program displays graphics and images with its drawing commands.

**Frame** – an update to the sketch, usually occurs every 1/60th or 1/30th of a second.

**setup()** – a special function called once at the start of the program to set everything up.

**draw()** – another special function called once per frame, used to update the screen.

**Coordinate System** – (0,0) is defined at the top left of the sketch, *x* increases as you move right, *y* increases as you move down.

**Built-In Variables** – Processing defines several very useful built-in variables, e.g. width, height, frameRate, mouseX, mouseY etc.

## Basic Programming Concepts

**Instruction Sequence –** Processing is a Java-dialect, very similar to C#; semi-colons separate statements and curly braces define code blocks.

**Primitive Data Types** – int, float, char, String,boolean, color.

int length=43;

float x=23.3, y; // y is created but uninitialised

char firstLetter=’M’;

String name=“John”;

int m = (int) x; // what value does m have?

boolean result1=true,

boolean result2=(length<=40); // what is result2?

**Color Data Type** – specifies an RGB color, created using either the color() function, e.g. color(231, 67, 88); or hexadecimal notation, e.g. #88A2FA. The range of colour values is usually 0 (darkest) to 255 (brightest).

color appleGreen = color(17,191,18);

color white = color(255);

color purple = #BF11B6;

**Arrays** – must be created with the new keyword and use square bracket notation for assignment, e.g.

int[] sizes=new int[10];

sizes[3]=45;

**Scope** – variables declared inside functions are local, variables outside all functions are global.

int x=10,y=11;

void setup() {

int x=12;

println(x);

println(y);

}

**Conditional Statements** – if/then/else, switch.

if (x>width) {

println(“x is too large”);

x=0;

} else

x++;

int value=6;

switch(value){

case 1: println(“1”); break;

case 2: println(“2”); break;

case 6: println(“6”); break;

default: println(“unknown value”);

}

**Iteration** – for loops, while/do loops, do/while loops.

for (int index=0; index<size; index++) {

println(index);

}

int index=0;

while(index<10) {

println(index);

index++;

}

**Iteration over arrays** – special form of a for loop exists

int[] ages = {34,56,12,88};

void setup() {

for (int age: ages) {

println(age);

}

}

**Functions** – Processing supports functions that either don’t return a value (void functions) or do return a value.

String concat(String first, String last){

String result=first;

result+=" ";

result+=last;

return result;

}

void debug() {

println( concat( "John", "Smith" ) );

println( concat( "Amy", "Pond" ) );

}

void setup(){

debug();

}

**Constants** – use the final keyword to indicate that a value is a constant

final int NUM\_LEVELS = 8;

## Principles of Good Programming

**Do not duplicate code** – use arrays, loops and functions to eliminate unnecessary duplication.

Example beginner code:

int x1 = 10;

int x2 = 20;

int x3 = 30;

int x4 = 40;

…

int x30 = 300;

Professional code:

final int NUM\_ITEMS = 30;

int[] xPositions = new int[ NUM\_ITEMS ];

for (int index=0; index<xPositions.length; index++)

xPositions[ index ] = (index+1) \* 10;

**Use proper naming convention** – lowerCamelCase for variable and function names; UpperCamelCase for class names; FULL\_UNDERSCORED\_CAPS for constants. Use lengthy, descriptive names wherever possible except where the meaning is obvious.

**Comment your code** – Processing supports // for single line comments and /\*…\*/ for multi-line comments. Write descriptive comments so that your peers can understand your program.

// Calculate the average age of participants

float averageAge=0;

for (int age: ages) // iterate over ages array

averageAge+=age;

averageAge /= ages.length;

/\*

\* Survey

\* Author: J. Smith.

\*

\* A program to prompt users for demographics details

\* (age, gender etc) and then ask them a series of

\* survey questions.

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