



CMPS005J, Fall 17, Section 01

INTRODUCTION TO PROGRAMMING IN JAVA

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Program 2

Objective

The objective of the assignment is for you to begin working with variables to improve the readability and modifiability of your program. You will also become familiar with the two standard Processing functions that you must define (setup() and draw()) as well as some system variables such as mouseX, and mouseY. You will become familiar with the notion of frames and the fact that draw() is called repeatedly, allowing your sketch to change over time and respond to some action of the user's (i.e. moving the mouse).

Program Specification

You can either expand on your program 1 submission or start a new drawing but using the same theme of "My first day at UCSC".

Starting a new sketch is preferred. If you do expand on program 1 and you did it with a different partner, see "[Giving Credit Where Credit Is Due.](#)" For this assignment you must include some type of interaction or animation. An excellent program will also make some use of user defined variables to control the placement and/or size of one or more objects from the drawing in such a way that the object can be replicated by copying and pasting the lines used to draw the object and then modifying the values of the variables (e.g. frontOfCar and topOfCar) as shown in the Car example from class.

Repeated from course info page:

The programs you submit this quarter should be original programs created just for this class. It is NOT acceptable to submit programs that you (or someone else) has written previously. As indicated above, if you incorporate any portions of programs written by someone else, or by you for a prior course or assignment, then that should be clearly noted in the

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program via comments. (See "[Giving Credit Where Credit is Due](#)".)

What To Turn In

You will be submitting your program source file (.pde) in CrowdGrader.

The link for the assignment in CrowdGrader is

https://www.crowdgrader.org/crowdgrader/venues/view_venue/3328

After the due date you will need to review 5 submissions.

As soon as you have met with your partner to confirm you can work together you should follow the assignment link above and enter the email address for your partner in the group field.

When you and your partner have completed your sketch (program):

- submit the .pde file as your CrowdGrader submission. Submit ONLY the .pde file (e.g. MySketch.pde). On your personal computer that file is probably in Documents/Processing/MySketch. In BE109 it should be in x:Processing/MySketch (follow userName's home directory on the Desktop then Processing).
- BOTH of you should paste a programming log into the text area on the submission page in ecommons. Use one of the [sample](#) logs as a template.

Grading

See the grading rubric in CrowdGrader.

Although not part of the student review grading process in CrowdGrader, you will lose one point if you fail to submit a program log in Canvas.

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