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N220

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**Lab 2 – Animation and Conditional Operators Exercises**

<https://rkkuhn.github.io/N220Spring2023/>

**Algorithm 1st Project - Counter**

**Requirements:** Create an application that outputs a number to the console for every draw call of P5. This number should start at zero and increase by one every frame.

**Expected Output:** The console will start at 0 and continue counting indefinitely.

**Sudo Code:**

Create the global vari i set to 0

Create the function setup for canvas size

I decided on a square 400 by 400

Create the function to take the global variable and add 1

Console.log(i++)

**Algorithm 2nd Project – Puck Slide**

**Requirements:** Canvas size: 400x300

**Requirements:** Create an application that draws a circle where the mouse is at. (Use the P5 variables mouseX and mouseY for this). When the mouse is on the right half of the canvas, draw the circle in red. When the mouse is on the left side of the canvas, draw the circle in blue.

**Expected Output:** The circle will change colors depending on which side of the canvas it is located. The right half is red, and the left side is blue. The background color is yellow.

**Sudo Code:**

Setup canvas size 400x300

Var diameter = 10 (creating the size of the ball. I preferred smaller so the user can see the colors change)

Use the:

if the statement to create the color for the left and right sides of the canvas

Fill color for mouseX>200 (255,0,0)

Add the circle argument (mouseX, mouseY, diameter)

ELSE state

Color fill (0, 0, 255)

Add the circle argument same as above

**Algorithm 3rd Project – World Wrap**

**Requirements:** Canvas size: 400x300

Create an application that draws a circle where the mouse is at. (Use the P5 variables mouseX and mouseY for this). When the mouse is on the right half of the canvas, draw the circle in red. When the mouse is on the left side of the canvas, draw the circle in blue.

**Expected Output:** A circle will move across the middle of the page, and when it comes to an end, it will wrap around to the starting point and move along the x-axis until it reaches the end of the canvas. “Rinse and Repeat.”

**Sudo Code:**

Create global variables

circleX = to null

radius = 25 (creates a nice round circle)

Set the function statements

createCanvas (800,600)

assign circle = 0

fill color is (124,252,0) “green-ish”

draw the circle (circle, height/2, radius\*2)

Add 5 to the value of the circle to ensure that when it gets to the end, it will wrap around

circle=(circle+5)%width;

***Reglection:*** This assignment was rather interesting. Starting with the first one was rather simple. Then I had to research the second one and look back at my notes. By the time I hit the 3rd project, I was doing a lot of research. I need help getting my landing page to work with the three files. I am still tinkering with that and trying to figure it out. At first, I thought I had it, it worked on my computer, but when I went to the .io, it stopped working. Researching google and using my html stuff to figure out what I coded incorrectly. My P5 .js files all work.