**Assignment1:-**

***Answer the questions***

A1)line(x, height-10, x+random(-10, 10), height-10-random(h));

A2) if (random() > 0.999) {

fill(255);

rect(0, 0, width, height-15);

h = 10;

A3)h helps in determining the height that keeps changing-making animations happen by making it a variable

A4)-10 ensures the existence,irregularity in height,height of the grass and how smoothly is grows bigger.

***Assignment: Perhaps you prefer a much better maintained lawn. Make the lawnmower come by much more often. Save this in your homework repository as speedy-lawnmower.js.***

function setup() {

createCanvas(400, 200);

colorMode(HSB);

}

var x = 0;

var h = 10;

function draw() {

stroke(random(60, 70), 100, 90);

line(x, height-10, x+random(-10, 10), height-10-random(h));

noStroke();

x = x + 1;

if (x > width) {

x = random(10);

h = h + 3;

}

if (random() > 0.999) {

fill(255);

rect(0, 0, width, height-15);

h = 10;

}

fill(40, 100, 60);

rect(0, height-10, width, 10);

}

***Assignment: Make the lawnmower come when the grass reaches a pre-determined height. Save this in your homework repository as height-lawnmower.js.***

function setup() {

createCanvas(400, 200);

colorMode(HSB);

}

var x = 0;

var h = 10;

function draw() {

stroke(random(60, 70), 100, 90);

line(x, height-10, x+random(-10, 10), height-10-random(h));

noStroke();

x = x + 10;

if (x > width) {

x = random(10);

h = h + 3;

}

if (h > 50) {

fill(255);

rect(0, 0, width, height-15);

h = 10;

}

fill(40, 100, 60);

rect(0, height-10, width, 10);

}

***Assignment: Make it a windy day! Change how the blades of grass are drawn so that they all slant towards the right. Save this in your homework repository as windy-lawnmower.js.***

function setup() {

createCanvas(400, 200);

colorMode(HSB);

}

var x = 0;

var h = 10;

function draw() {

stroke(random(60, 70), 100, 90);

line(x-50, height-10, x+random(-10, 10), height-10-random(h));

noStroke();

x = x + 10;

if (x > width) {

x = random(10);

h = h + 3;

}

if (random() > 0.999) {

fill(255);

rect(0, 0, width, height-15);

h = 10;

}

fill(40, 100, 60);

rect(0, height-10, width, 10);

}

### ***Daniel Shiffman P5 and JavaScript-Answer the questions***

A1.

It holds data inside of it that is an x,y and diameter.Helps with behaviors and more things that act as the foundation for everything you do in java.

A2.

Range varies between 0-255

Eg)background(0)

A3.

var x=random(1900,2019)