

# Agenda 9/29

- **Project 1 Critique**
- **Animated Objects**
- **Conditionals (if-else)**
- **In-class Exercise # 6**

# Project 1 Requirements

- **Generate 3 unique patterns**
- **Print any one**
- **Submit screenshots & link to code**
- **Other requirements: <https://sta491pc.com/home/grading-rubric/>**
- **Complete by End of day today!**

# Project 1 Critique Reflection

- What was *different* about developing creative work through code vs. drawing/sketching/painting ?
- What was the *same* about developing creative work through code vs. drawing/sketching/painting ?
- How did you find balance between chaos & control?
- What is your role as the creative maker?
- What is the computer's role as the create maker?
- Why did you choose to generate this specific pattern?

# Animating Objects

- Remember that the *function draw(){} loops forever*. We can use this to animate objects.
- **Example:**  
<https://editor.p5js.org/scotchANDsolder/sketches/h6bUUy9tp>
  - Notice how the location of the ellipse is updated using the variable *x & y*

```
ellipse(x, y, 24, 24);  
x = x + 1  
y = y - 1
```

- How can we make this move in other directions?
- NOTE: `print()` is a helpful function to print out values of variable to the console

# Conditionals

- **if-else** : Allow you to control the flow of your program

```
let a = 4;
if (a > 0) {
  print('Positive');
}
else {
  print('Negative');
}
```

- We can use if-else to control the bouncing of our shape
- Example:  
<https://editor.p5js.org/scotchANDsolder/sketches/h6bUUy9tp>