

# Agenda 10/4

- **Computation Media Art Report**
  - **Please sign up for a presentation slot!**
- **Mouse & Keyboard Interactions**
- **More on Conditionals (if-else)**
- **In-class Exercise # 7**

# Mouse & Keyboard Interactions

*We can interact with our p5.js with the mouse & keyboard*

- **Helpful Functions:**
  - keyPressed()
  - keyReleased()
  - mouseClicked()
  - doubleClicked()
- **Helpful Variables**
  - mouseX
  - mouseY
  - keyCode

**More here: <https://p5js.org/reference/#group-Events>**

# Review 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>

# Some Examples:

- **Show & Hide Circle:**

<https://editor.p5js.org/scotchANDsolder/sketches/cTFfu2yJB>

- **Pong:**

<https://editor.p5js.org/scotchANDsolder/sketches/mg3VuAj8c>

# Some other helpful functions

- **dist(x1,y1,x2,y2)** – Gives you the distance between point (x1,y1) and point (x2,y2)