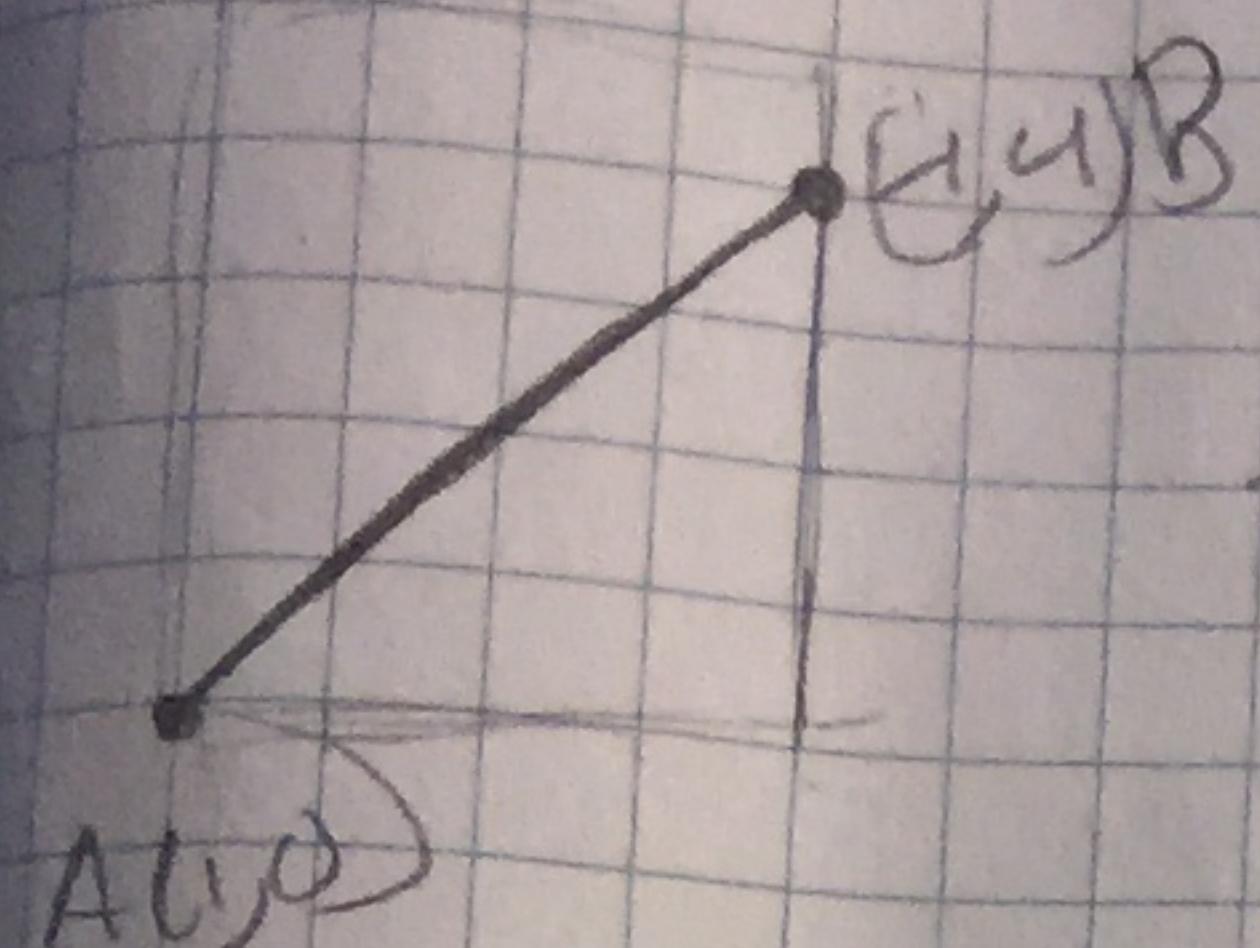


fig 1.1)



comp line (1,044)

Command: function

verb

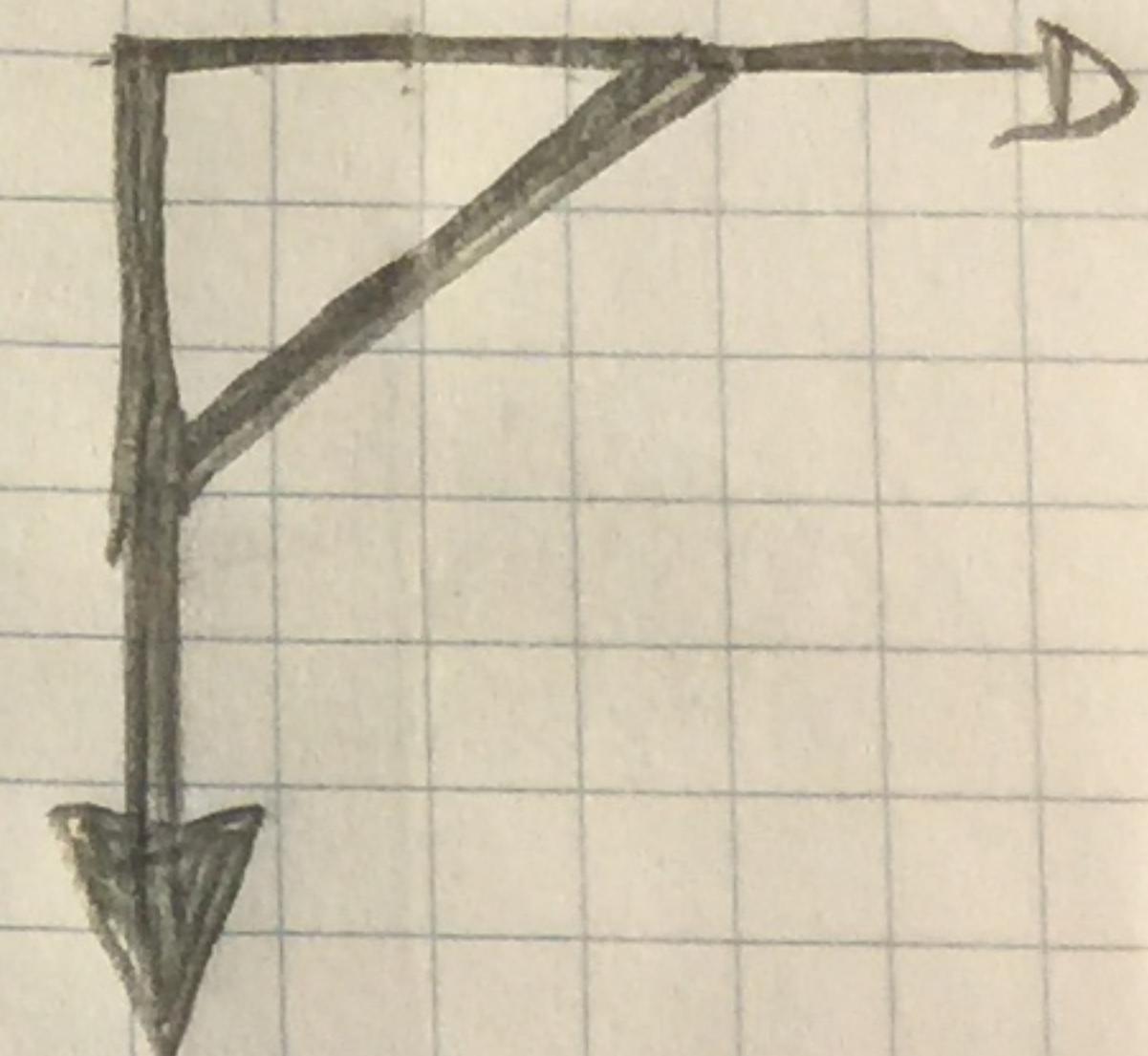
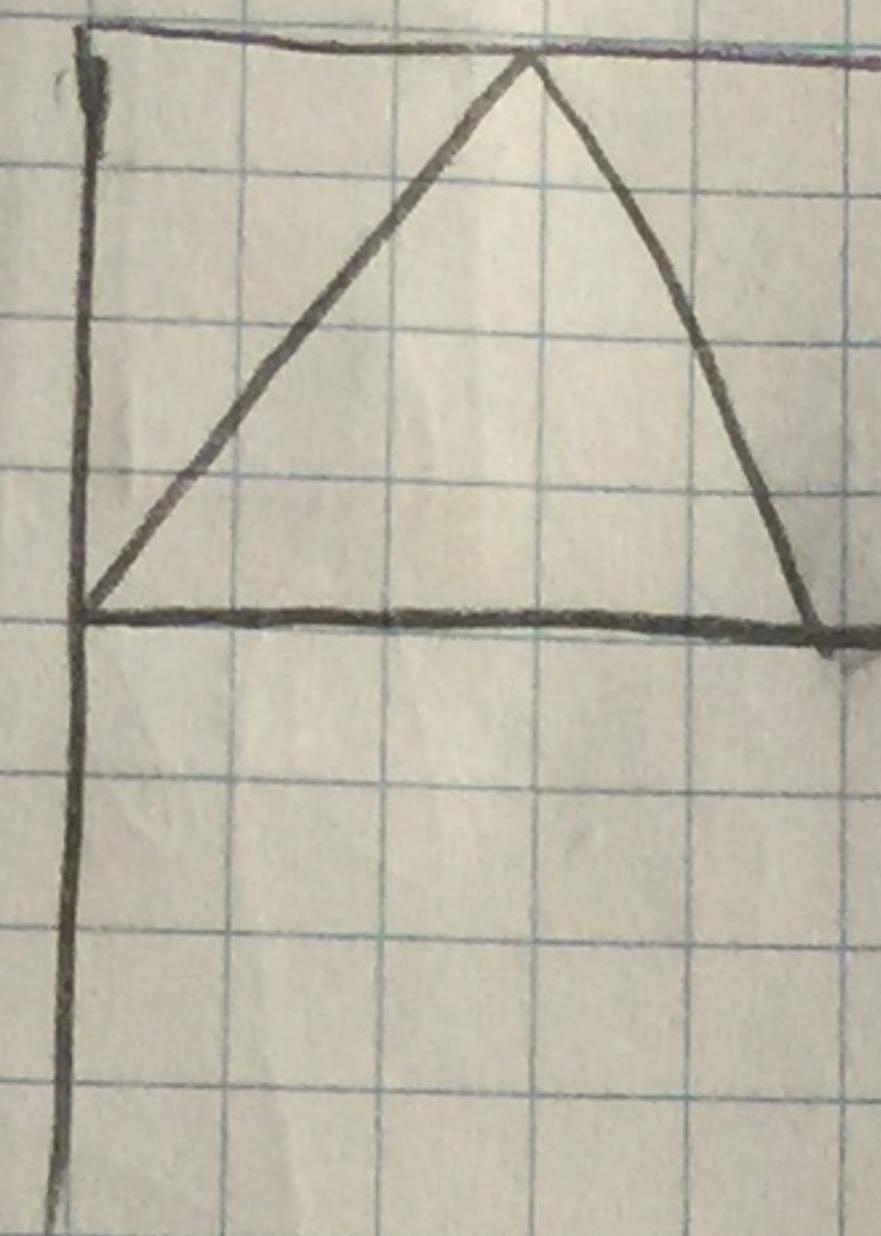
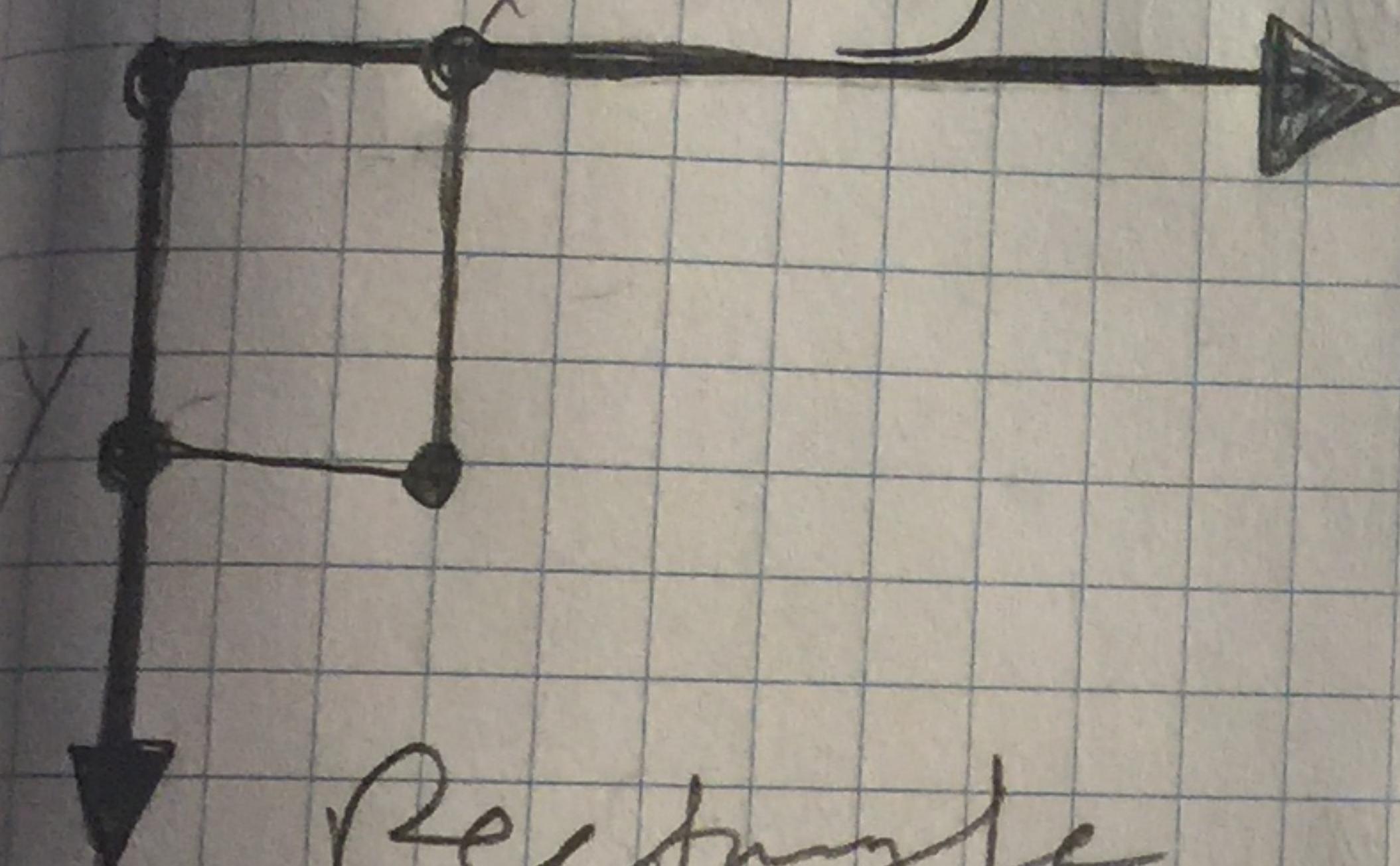
arguments or Subjects

* end of a sentence
ends with ; not .
pixel on Screen =
Coordmat (x,y)

fig 1.2)

y x
(0,1) Reversal
10,4,5

exercise 1)



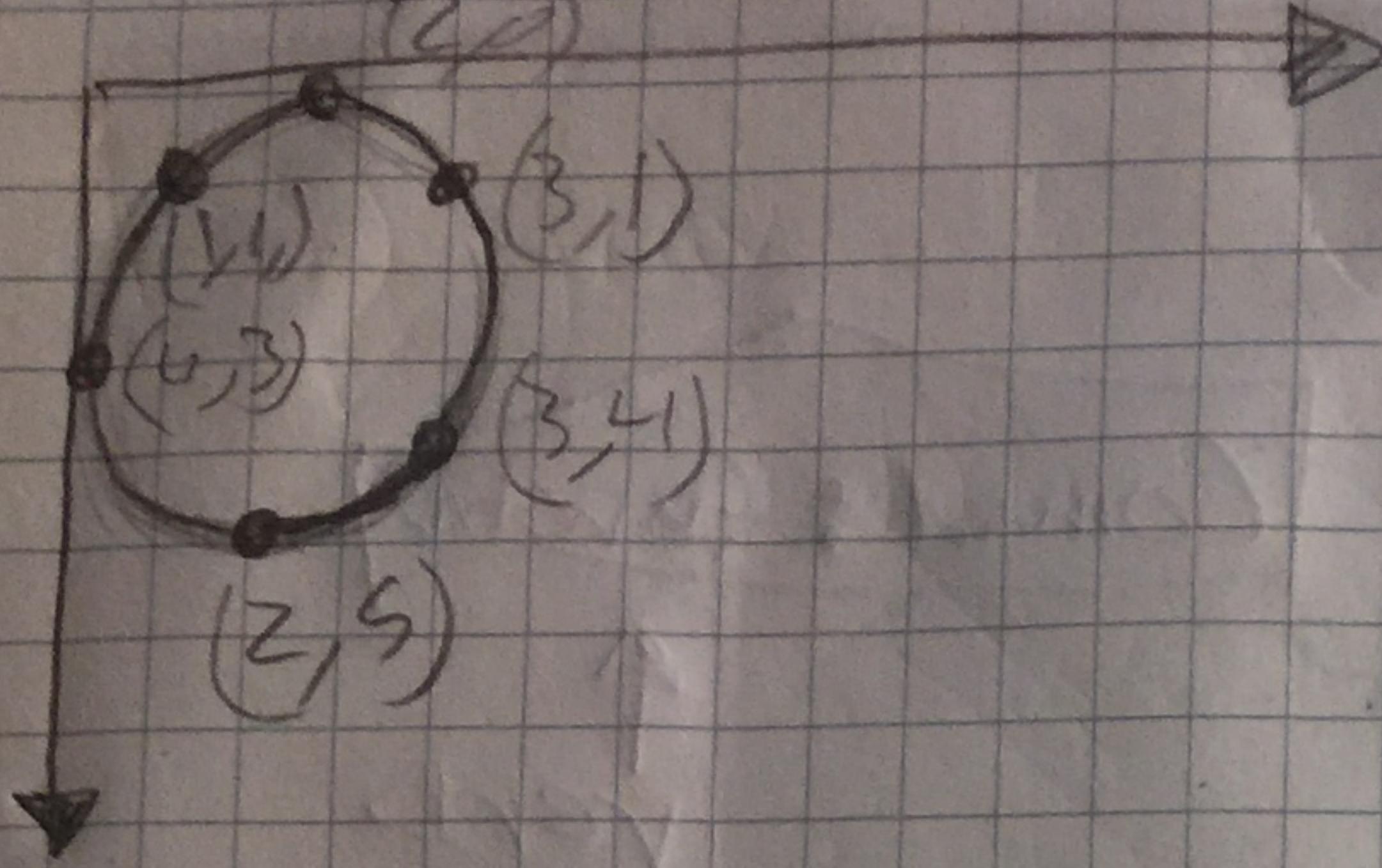
Rectangle

English: 3 to the right, 4 down, 3 left
4 up, 3 to the right

Code: RectMode(corners), Rect(5,6,9,9)

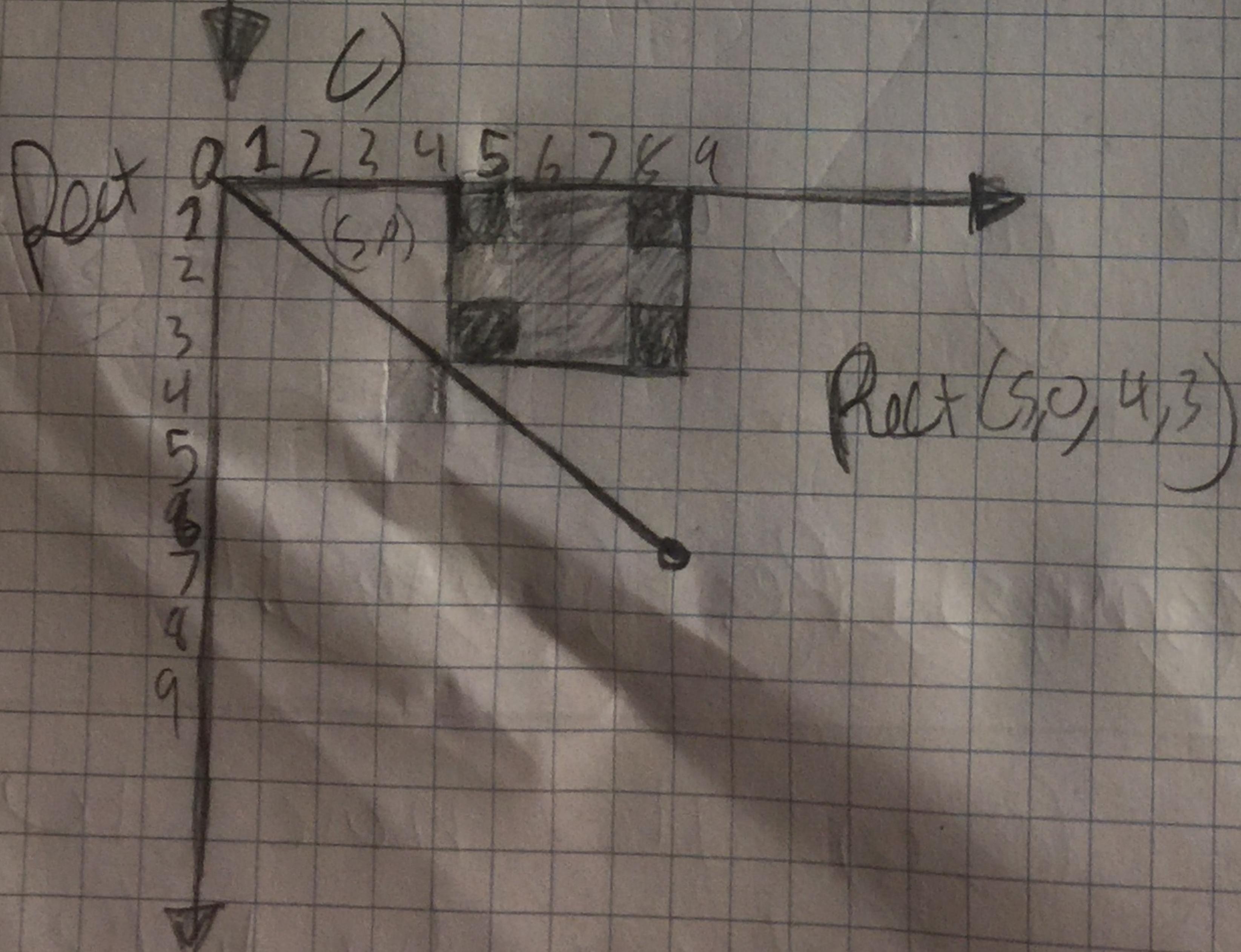
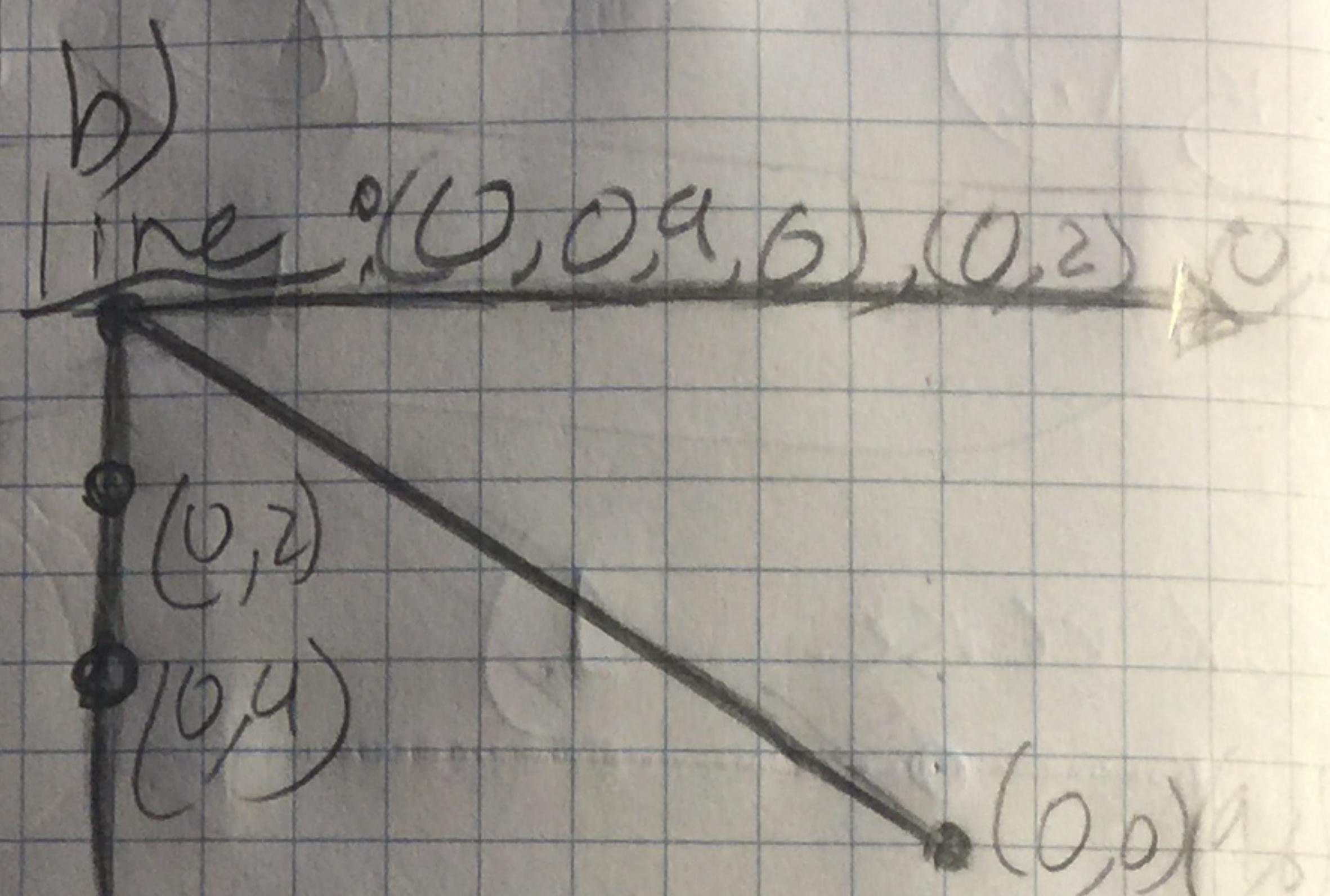
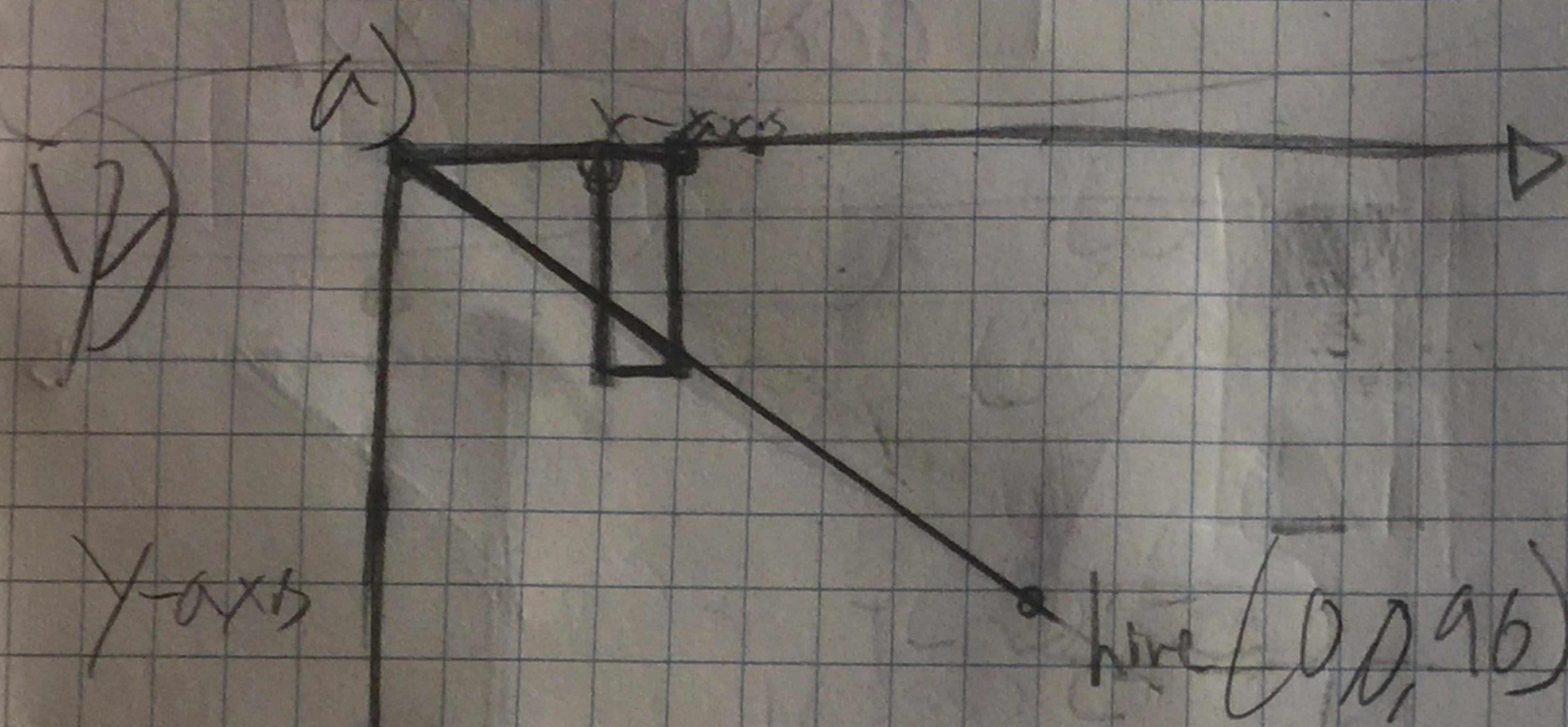
ways

English: Start at (0,0), then move to (1,0) then go diagonally to (0,3)
then back to zero, zero (0,0)
line: (0,0); (1,0); (0,3); (0,0)



english: to draw a circle one should use the ellipse function ie draw a rectangle using a center point and diameter

code: ellipse (3,74,4)



Rect (5,0,4,3)

Rect mode (corner)
Rect (5,0,4,3)

X Y X Y

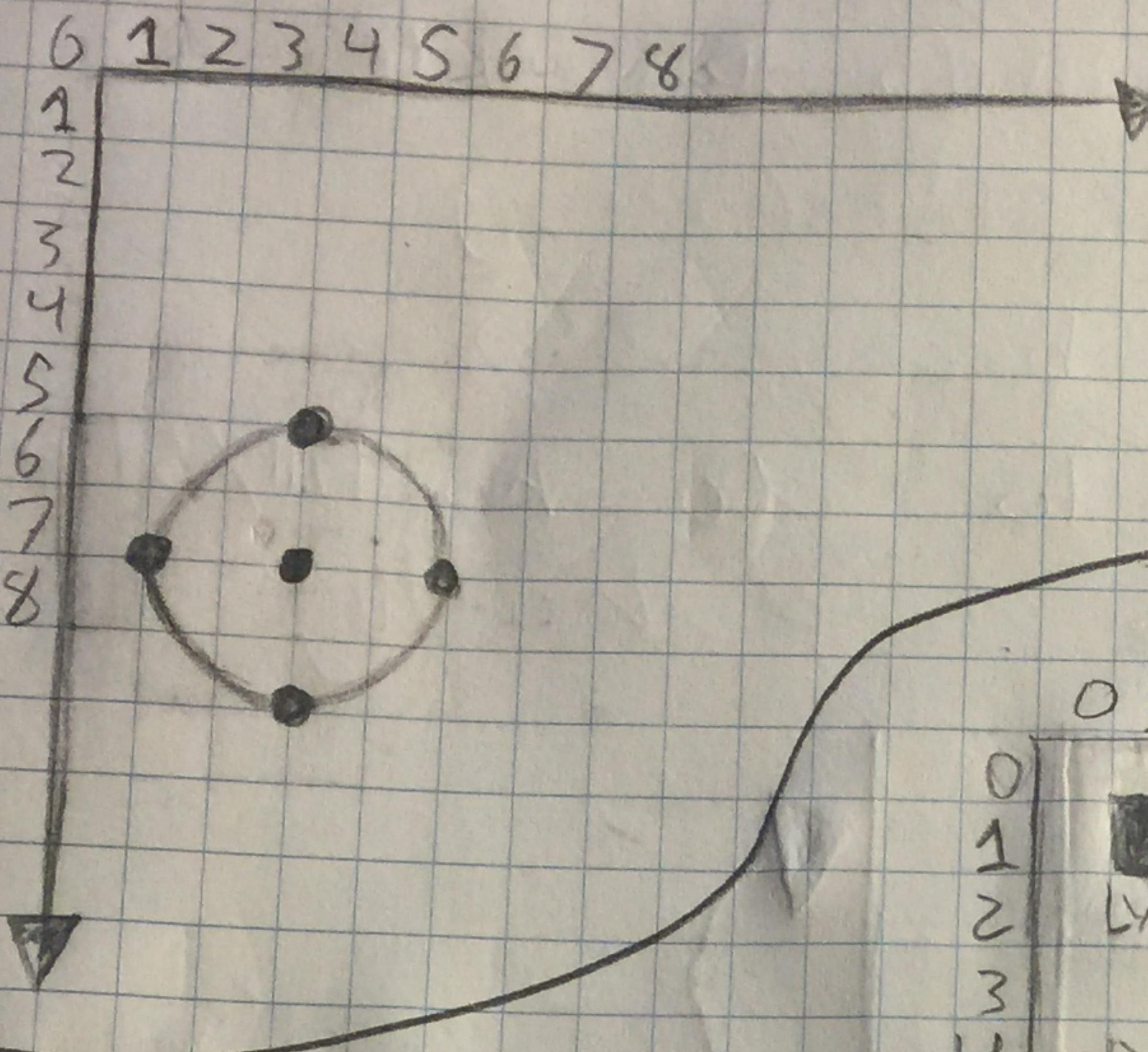
top

bottom

What does the `rect` function do?

1-2) Ellipse Mode (center);

`ellipse(3, 7, 4, 4)`



1-3) point: (3, 1)

line: (1, 5)(1, 9)

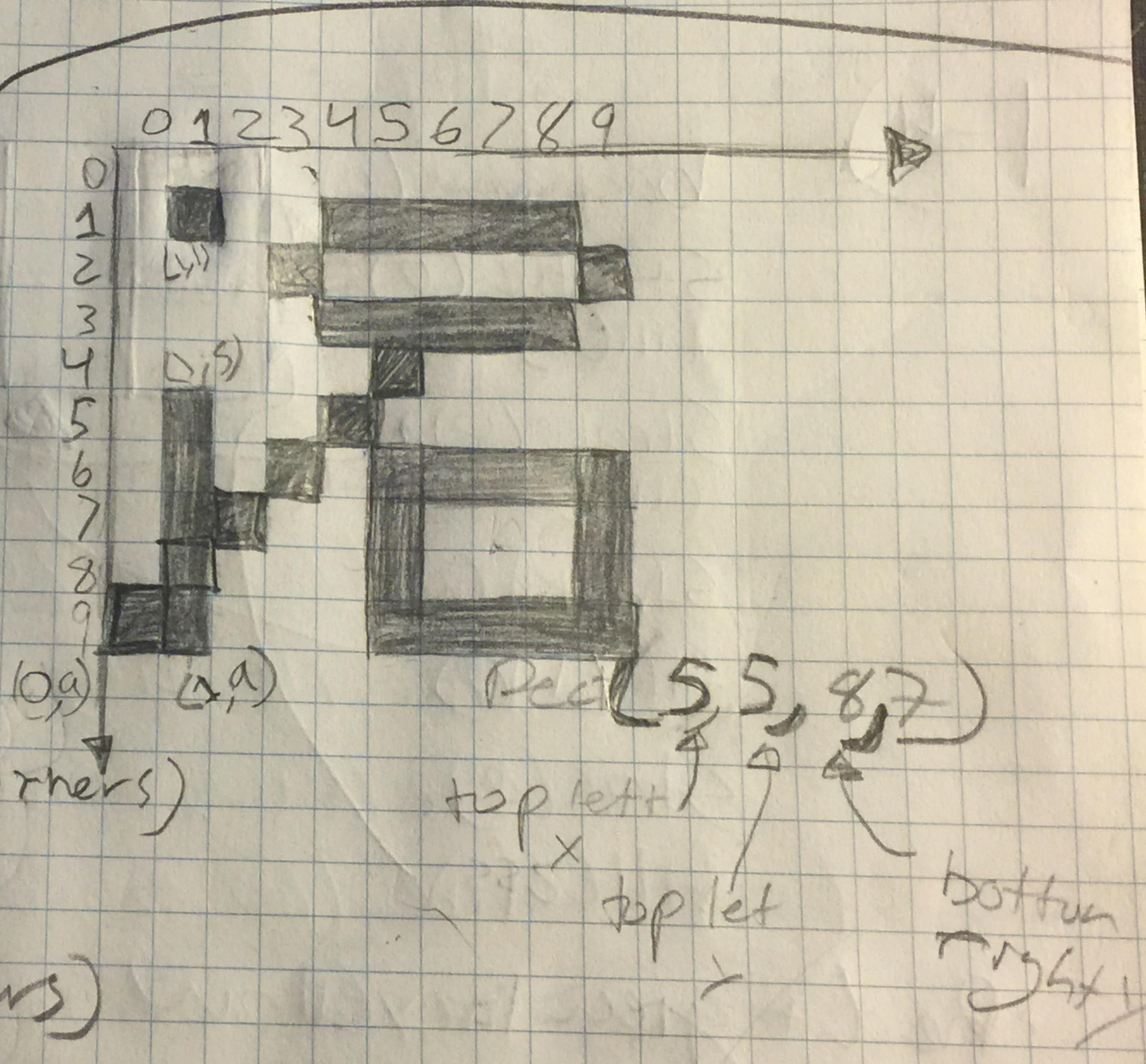
line: (0, 9) (5, 4)

ellipseMode(corners)

`ellipse(3, 1, 9, 3)`

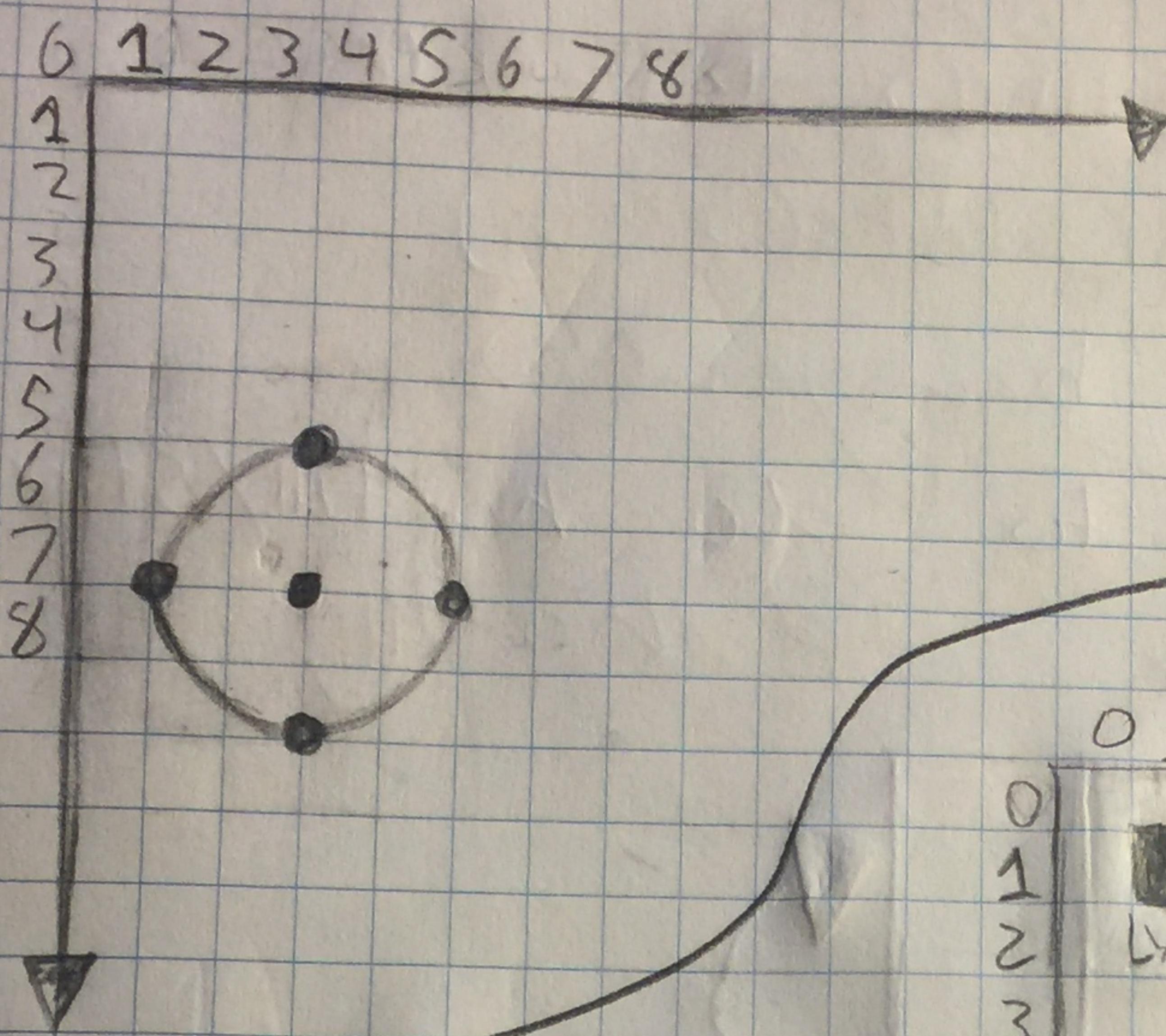
RectMode(corners)

`rect(5, 6, 9, 9)`



what does the `rect` function do?

1-2) Ellipse Mode (center);
`ellipse(3, 7, 4, 4)`



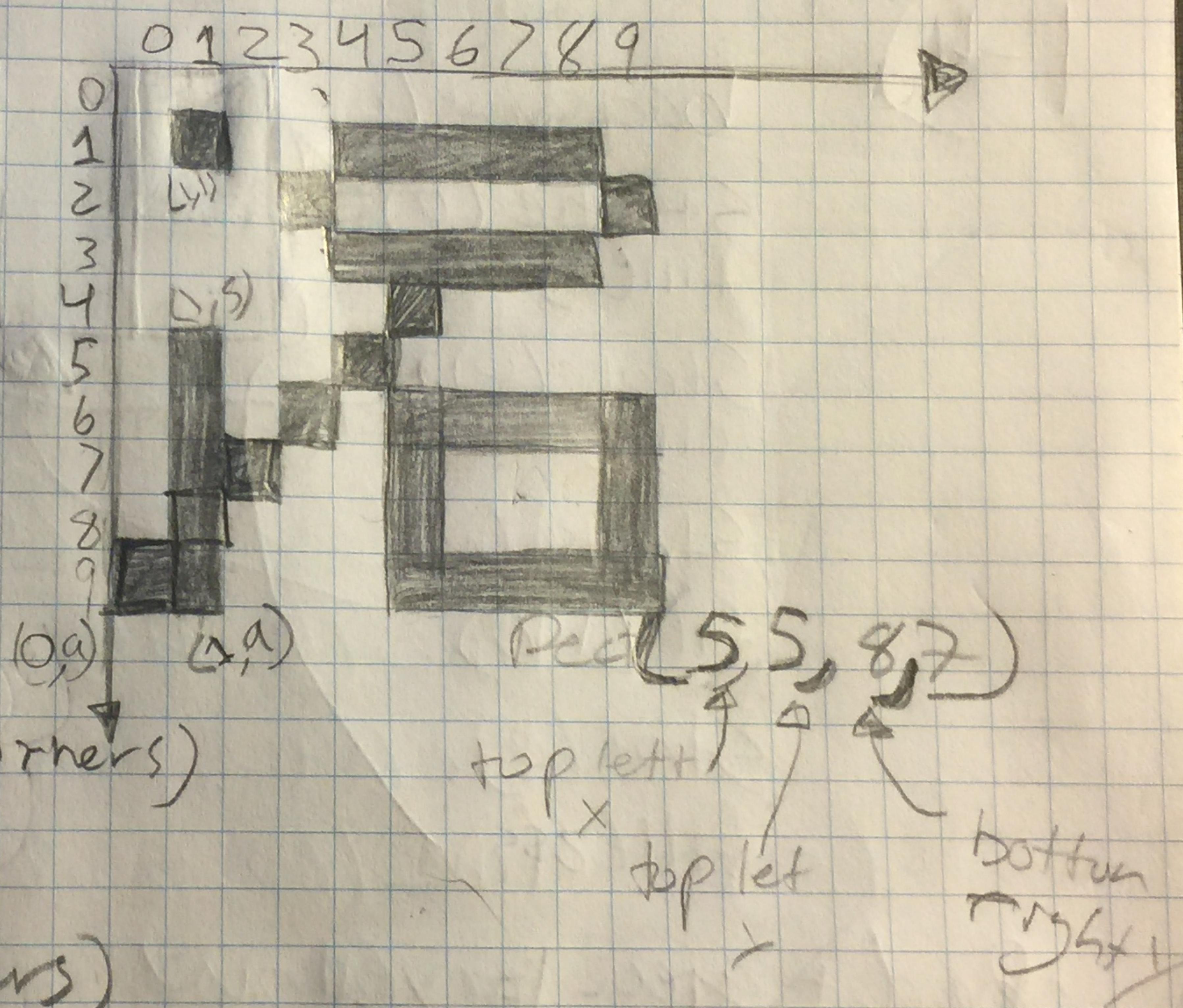
-3)
point: (1, 1)
line: (1, 5)(1, 9)

line: (0, 9), (5, 4)

ellipseMode(corners)
ellipse(3, 1, 9, 3)

RectMode(corners)

Rect(5, 6, 9, 9)



1-3) grayscale color

0 black

255 white

Shapes

0-255 grey

memory: (0,1) on, off ->

8 bit color

stroke() -> outline

or

fill() -> Inside

→ lines dots (stroke() only)

background()

to do no fill/stroke
do no fill)

1-4)

background(0)

stroke(0)

fill(0)

stroke(0)

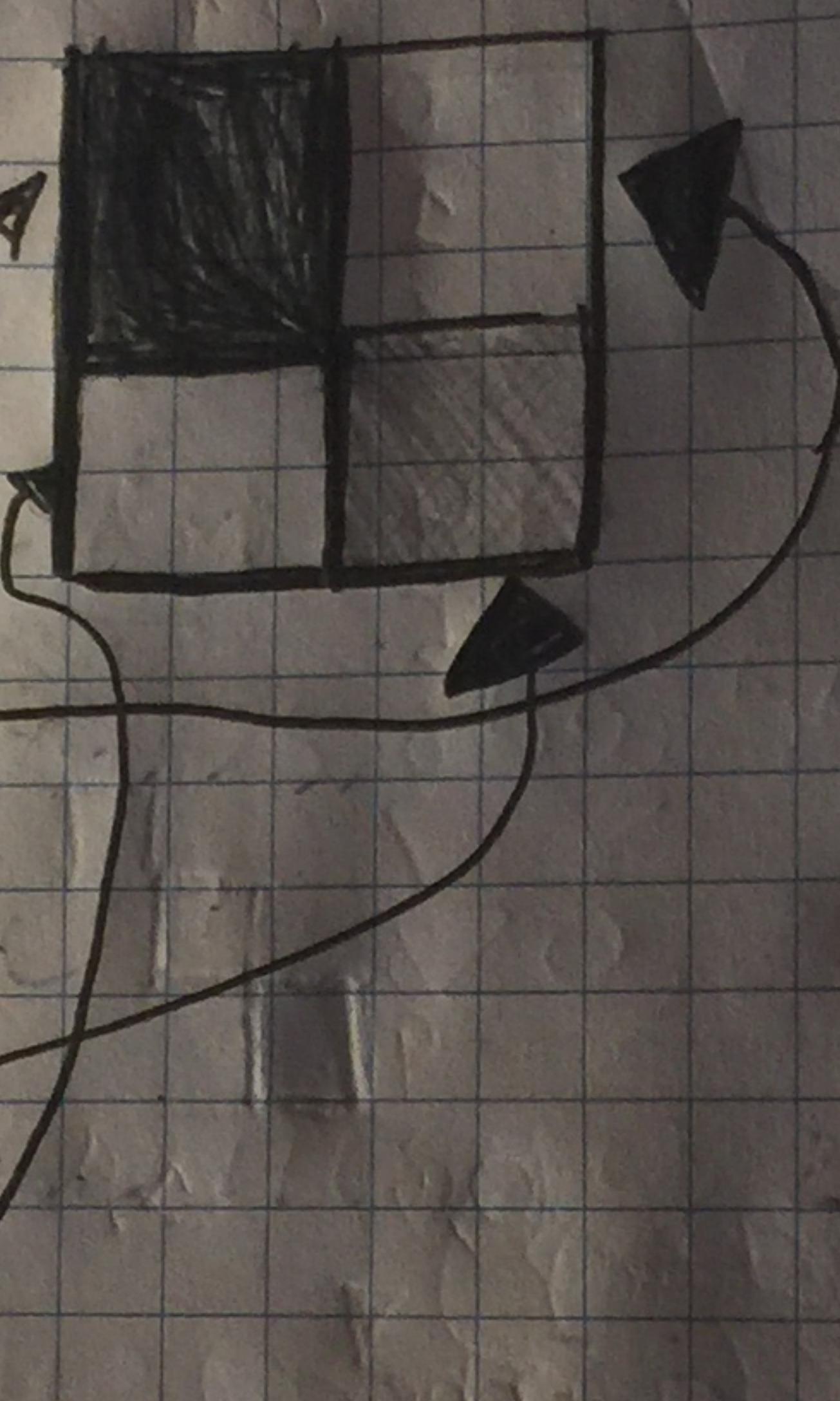
fill(255)

stroke(0)

fill(150)

stroke(0)

fill(255)



• Red + green = yellow

• Red + blue = purple

• Green + blue = cyan (blue-green)

• Red + green + blue = white

• no colors = black

RGB red → fill(255,0,0)

Pink → fill(255,200,200)

exercise 1-5)

fill(0, 167, 218); > blue
ellipse(20, 40, 16, 16);

fill(199, 0, 204);
ellipse(60, 40, 16, 16); > Dark purple

fill(255, 255, 20);
ellipse(60, 40, 16, 16); yellow

exercise 1-6: What color will each

fill(0, 100, 0) green

fill(100); grey

stroke(0, 0, 200) blue

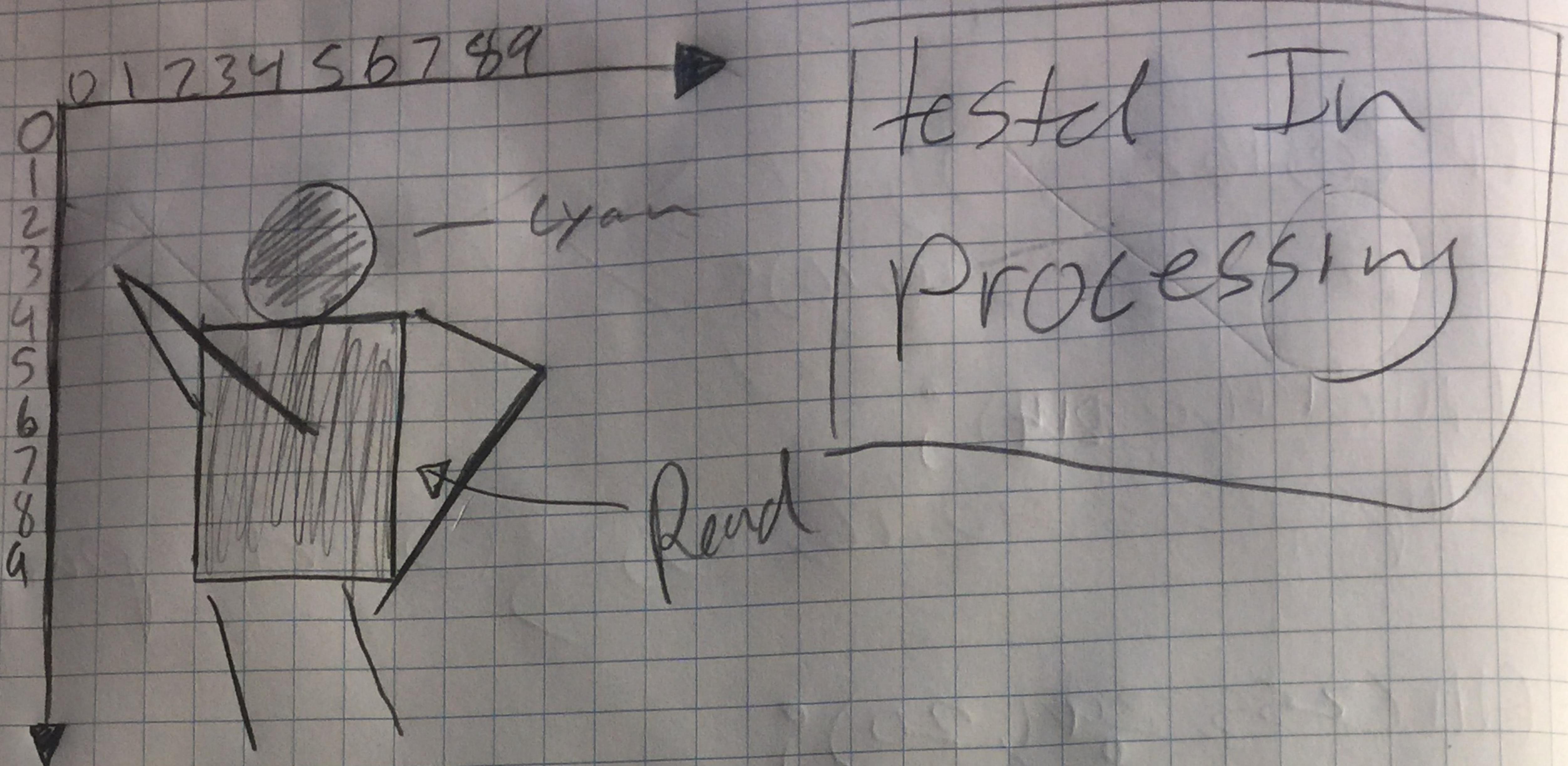
stroke(255); white

stroke(255, 255, 0); yellow

stroke(0, 255, 255); light blue / cyan

stroke(200, 50, 50); Red

1-7)



fill(200, 50, 50);

Rect(30, 28, 28, 30);

fill(100, 300, 200);

ellipse(143, 15, 20, 20);

line(70, 75, 55, 55);

line(30, 40, 20, 20);

line(50, 40, 20, 20);

line(40, 85, 35, 60);

line(60, 25, 80, 30);

line(60, 65, 80, 30);

questions

Rect function: Creates a rectangle

RectMode: allows you to either do
corner / corners

Pixel: a pixel, is a position, a coordinate, and
color, or a space on the screen

HSB: H = hue, S = saturation
B = brightness