MEETING X

GRAPHICS & MATH

MATH REVIEW (1 OF 2)

MATH REVIEW (2 OF 2)

```
//Shortcuts:

x = x + y; x += y;

x = x - y; x -= y;

x = x * y; x *= y;

x = x / y; x /= y;
```

```
//Absolute Value:
var abs = Math.abs(x);
//Square Root:
var sqrt = Math.sqrt(x);
```

GRAPHICS REVIEW (CANVAS)

```
//returns height
getHeight();

//removes all objects:

removeAll();

getWidth();

//returns type of object
as string
obj.getType();

var center = getWidth()/2;
```

GRAPHICS REVIEW (CIRCLE)

```
//new circle
var circle = new Circle(r);

//add to screen
add(circle);

var circle = new Circle(50);
circle.setPosition(x,y);
circle.setColor(Color.red);
circle.setRadius(100);
//add to screen
add(circle);

//move circle
circle.move(dx, dy);
```

JUST GO TO LAB!

HOMEWORK

do the exercise
use class code 0293 for CodeHS!

BEYOND PROGRAMMING CLUB

- check out that <u>AR-Drone API</u> write a program that we can use for Club Faire
- work on <u>CodeHS</u> at home: you have premium accounts!
- check out resources featured at bento.io
- female members, check out GWC, just a 15 minute walk away from campus http://j.mp/gwcclub