

ECE - 270: Computer Methods in ECE



Assignment #5 - Drawing in OF Using Classes

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1 Statement of the Problem

This document will describe how to write an OpenFrameworks program that will plot various an interesting, unique, computational, and algorithmic graph that contains some underlying mathematics lots of numbers behind the scores, and user input so that the program can create a family of graphics and not just one.

2 Description of Solution

The idea of this project is to create several class structures and draw a diagram that allows for the user to input various numerical values into the program to create a design that is "out of this world". This is done by creating for loops with the class structures to create a pattern in the program, similar to that of a randomly generating rectangle program.

3 Testing and Output

Initially, designing the code for the structures was simple. To do this, I followed the notes and created several structures. Unfortunately, my code was lost while finishing the project earlier today (December 3, 2022) and was unable to recover my project prior to going to work.