

# Project

You must watch the following tutorials: [processing - tutorials](#) and follow the steps explained in this link to setup your project: [getting started processing](#)

## Exercise 1

This exercise uses Processing's extensions to Java to build an animation.

Do **not use the processing IDE**.

Your animation needs to follow **at least** these requirements (being creative will be rewarded).

- Something on the screen must move.
- There should be some interaction involving the mouse, for example using `mouseX`, `mouseY` or `mousePressed`. Alternatively you could check `keyPressed`, and you can also test the value of the `key`.
- It should involve a separate class (in a separate file) that **you** have designed.
- It should have instance variables and methods used by the calling program (the Processing 'PApplet' class).
- Since this is an open-ended assignment, you should make sure that your documentation includes a description up front, about what your submission is about and does.

## Instructions

The solution of the exercise must be provided as a **java** (for the code, do not submit class files), **png** (for possible screenshot), or **pdf** (for possible text) files. The **files must be zipped** together before upload.

**Assignments not respecting these instructions will be ignored.**