Project

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

Exercice 1

This exercise uses Processing's extensions to Java to build an animation. Do **not use the processing IDE.**

Your animation need 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 exercises must be provides as a **java** (for the code, do not submit class files), **png** (for eventual screenshot), and **pdf** (for eventual text) files. The **files must be zipped** together before upload.

Assignments not respecting these instructions will be ignored.