Programming For Design

Assignment 1

Harrison Kerr-Henshaw U3187867

Flow Chart

This flow chart explains how the code works, I needed to draw everything each frame, and checking to see where each eye was, then moving them if they had reached a certain position

**Start**

**Set Eye**

**Positions**

**End**

**Has Program**

**Finished**

T

F

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**Has R\_Eye, Reached Max, or Min**

**Position?**

**Has L\_Eye, Reached Max, or Min**

**Position?**

F

**Keep Moving in Current Direction**

**Keep Moving in Current Direction**

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**Reverse Move Direction**

**Reverse Move Direction**

SUEDO Code

The Basics for setting up how my code will work, drawing everything and checking where the eyes are if they have reached there min or max position, reverse the rotation until they hit their min or max position, I would also add a small amount to avoid them not moving due to them already hitting their min or max position

DO

IF Program running THEN

Draw Canvas

Set background color

Draw hands

Draw jacket

Draw neck

Draw face

Draw Glasses

Draw Hair

Draw Nose

Draw Mouth

IF L\_Reverse==false THEN

IF L\_EyeCurrent > L\_Min && L\_EyeCurrent < L\_Max THEN

L\_EyeCurrent -=0.025;

IF L\_EyeCurrent < L\_Min || L\_EyeCurrent > L\_Max THEN

L\_EyeCurrent +=0.05;

L\_Reverse=true;

IF R\_Reverse==false THEN

IF R\_EyeCurrent > R\_Min && R\_EyeCurrent < R\_Max THEN

R\_EyeCurrent -=0.025;

IF R\_EyeCurrent < R\_Min || R\_EyeCurrent > R\_Max THEN

R\_EyeCurrent +=0.05;

R Reverse=true;

IF L\_Reverse==true THEN

IF L\_EyeCurrent > L\_Min && L\_EyeCurrent < L\_Max THEN

L\_EyeCurrent +=0.025;

IF L\_EyeCurrent < L\_Min || L\_EyeCurrent > L\_Max THEN

L\_EyeCurrent -=0.05;

L\_Reverse=false;

IF R\_Reverse== true THEN

IF R\_EyeCurrent > R\_Min && R\_EyeCurrent < R\_Max THEN

R\_EyeCurrent +=0.025;

IF R\_EyeCurrent < R\_Min || R\_EyeCurrent > R\_Max THEN

R\_EyeCurrent -=0.05;

R Reverse=false;

Draw Eyes

WHILE

Program is Running