

Final Class !



What we have learned so far...

Overview

Items include:

- ▣ Components of Processing (PDE + API (libraries) + syntax (Java))
- ▣ Printing to the console
- ▣ Drawing primitive shapes and text
- ▣ Color
- ▣ Shape coordinates (origin)
- ▣ The coordinate system + how to transform it
- ▣ User and System Variables

Programming Basics

- Introduction:
 - Algorithms and their properties
 - Programming, program, language
 - The five basic steps in software development
- Error types
- Programming modes
 - Java, JavaScript, Python, Android, etc.
- Components of Processing
 - PDE + API (libraries) + syntax (Java)
- Setting the background and the sketch size
 - `background`, `size`
- Printing to the console
 - `print`, `println`

Drawing & Coloring

- ▣ Drawing primitive shapes
 - ▣ `point()`, `line()`, `rect()`, `ellipse()`, `triangle()`, `quad()`, `Bezier()`
- ▣ Shape coordinates (origin)
 - ▣ `rectMode()`, `ellipseMode()`
- ▣ Filling and stroke attributes
 - ▣ `fill()`, `stroke()`, `strokeWeight()`, `noFill()`, `noStroke()`
- ▣ Adding Text
 - ▣ `text()`, `fill()`, `textSize()`
- ▣ Color
 - ▣ RGB, HSB: `colorMode()`
 - ▣ Controlling transparency
- ▣ The coordinate system + how to transform it
 - ▣ `translate()`, `rotate()`, `scale()`
 - ▣ `pushMatrix()`, `popMatrix()`
 - ▣ Order matters!

Where to Write Your Code

■ Static mode

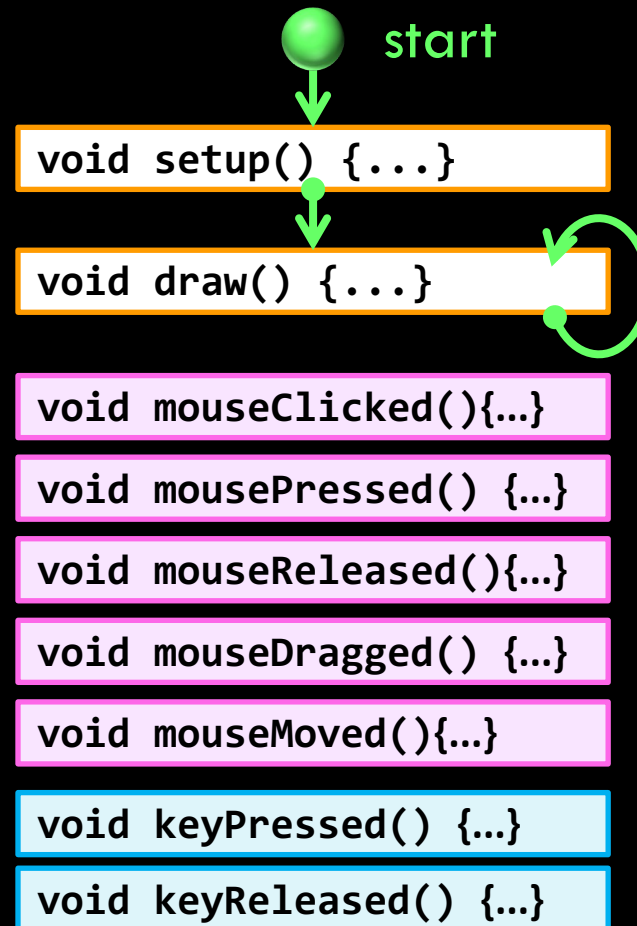
- monolithic program, runs once, with not functions

■ Active mode

- `Setup()` and `draw()`, and where to put each statement
- Controlling the `frameRate()`
- Stopping an animation using `noLoop()`

■ Event-based functions

- `mouseClicked()`, `mousePressed()`, ..., `keyPressed()`, `keyReleased()`
- How to know which key is pressed?



Setup runs once
then
draw runs many
times per second

mouse functions
are called only
when a mouse
event happens

Key functions
are called only
when a mouse
event happens

Using Variables

- Value, variable, and location
- Variable types:
 - byte, short, int, long, float, double, char, Boolean
 - String, color
- Using final for declaring constants
- Naming rules and guidelines (for variable and constants)
- Math operators and expressions
 - Binary operators: +, -, *, /, %
 - Unary operators: -3, x++, y--
 - Augmented assignment: -=, +=, /=, *=, %=
- Variable scope
 - Local vs global variables

How to Animate “Things”

- (1) Identify which attributes you want to animate (e.g. size, color, location, etc.)
- (2) for each attribute you want to animate, create and initialize a global variable.
- (3) In `draw()`, use the global variables to represent the attributes.
- (4) Change the value of your global variables either:
 - *in `draw()`*
 - For continuous animation (e.g. falling rain drops).
 - *in an event-based function (e.g. `keyPressed()`)*
 - For interactive animations (e.g. controlling character position with keyboard)

System Variables & Helpful Functions

■ System variables

Mouse location: mouseX, mouseY, pmouseX, pmouseY

Dimensions: width, height, displayWidth, displayHeight

Frames: frameCount, frameRate

Events: keyPressed, key, keyCode, mousePressed, mouseButton

■ Math functions:

abs(), round(), floor(), ceil(), pow(), sq(), sqrt(), max(), min(),
dist()

sin(), cos(), tan(), asin(), acos(), atan(), degrees(), radians()

■ Time functions:

second(), minute(), hour(), day(), month(), year(), millis()

Useful Functions and Images

- Useful functions
 - Math (`sin`, `abs`, ...), `casting(int, float)`, `noLoop`, `loop`, ...
 - Randomness: `random`, `noise`
 - Range: `map`, `norm`, `constrain`
- Images:
 - `PImage`, `loadImage`, `image`, `imageMode`, `width`, `height`

Control Structures, Custom Functions

- Conditionals
 - Basics: `if-else`, `switch`, operators (`>`, `==`, ..., `&&`, `||`, ...), `equals`
 - Ideas:
 - Deciding based on system variable (`color-mouseX`, `stop-frameCount`)
 - Controlling items with keyboard
 - Deciding based on object state: e.g. buttons (`clickable`, `toggle`)
 - Bouncing attributes
 - Physics 101: gravity
- Loops: `while`, `for`, `++`, `--`, common problems
- Functions
 - Divide-and-conquer, game loops, animations with multiple scenes

OOP and Arrays

- Basics of OOP (Object Oriented Programming) in Processing
 - Defining classes, objects, methods, and attributes (instance variables).
 - Component of a class
 - Creating objects from classes using `new`.
 - Constructors
 - OOP Thinking – using objects in animations
- Arrays
 - Basics of arrays
 - structure, indexing, and bound checking
 - Creating and initializing arrays.
 - Using `for` loops to process array elements
- Arrays of objects
 - Concepts
 - Creating and initializing

Student Evaluations of Teaching (SEoT)

- You may have received an email that student evaluations of teaching is now open for this course.
- Research shows that SEoT are flawed because they are influenced by unconscious and unintentional biases.









Student Evaluations of Teaching (SEoT)


- Despite their flaws, Teaching Evaluations are used to departments to:
 - Make decisions on Tenure and Promotion
 - Decide which courses instructors teach
 - Rate/rank grant applications and awards
- More important to me however, is how you felt about the course content, the structure, and me as an instructor.

I want to hear from you!

- My goal is to get at least a 70% response rate on SeOT, the more the merrier!

Student Evaluations of Teaching (SeOT)


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Hello!

Welcome to the Canvas shell for COSC 123. Over the next few days more and more content will be released to you here. In the meantime, feel free to check out the course syllabus here.

Look forward to seeing you soon!

Cheers,

Dr. Moosvi

Sample Questions

Some questions you should try to do as part of your review process.

What is the value?

How many attributes do we have?

A. 1

B. 3

C. 4

D. 8

E. 0

```
class Button{
    float x, y, r;    boolean active = false;
    Button(){x=50; y=50; r=40;}
    Button(float x1, float y, float r1){x=x1; y=y1; r=r1;}
    void display(){
        strokeWeight(5);
        textSize(25);    textAlign(CENTER,CENTER);
        if(active) {
            fill(0, 200, 0);    stroke(0,255,0);
            ellipse(x,y,2*r,2*r);
            fill(200,255,200);text("ON",x,y);
        }else{
            fill(180, 0, 0);    stroke(255,0,0);
            ellipse(x,y,2*r,2*r);
            fill(100,0,0);    text("OFF",x,y);
        }
    }
    void checkClicked(){
        if(dist(mouseX,mouseY,x,y)<r) active=!active;
    }
}
```

What is the value?

How many constructors do we have?

A. 0

B. 1

C. 2

D. 3

E. 4

```
class Button{
    float x, y, r;    boolean active = false;
    Button(){x=50; y=50; r=40;}
    Button(float x1, float y, float r1){x=x1; y=y1; r=r1;}
    void display(){
        strokeWeight(5);
        textSize(25);    textAlign(CENTER,CENTER);
        if(active) {
            fill(0, 200, 0);    stroke(0,255,0);
            ellipse(x,y,2*r,2*r);
            fill(200,255,200);text("ON",x,y);
        }else{
            fill(180, 0, 0);    stroke(255,0,0);
            ellipse(x,y,2*r,2*r);
            fill(100,0,0);    text("OFF",x,y);
        }
    }
    void checkClicked(){
        if(dist(mouseX,mouseY,x,y)<r) active=!active;
    }
}
```

What is the value?

What is `b.x` after

`Button b = new Button();`

A. 0

B. 40

C. 50

D. Unknown

E. error

```
class Button{
    float x, y, r;    boolean active = false;
    Button(){x=50; y=50; r=40;}
    Button(float x1, float y, float r1){x=x1; y=y1; r=r1;}
    void display(){
        strokeWeight(5);
        textSize(25);    textAlign(CENTER,CENTER);
        if(active) {
            fill(0, 200, 0);    stroke(0,255,0);
            ellipse(x,y,2*r,2*r);
            fill(200,255,200);text("ON",x,y);
        }else{
            fill(180, 0, 0);    stroke(255,0,0);
            ellipse(x,y,2*r,2*r);
            fill(100,0,0);    text("OFF",x,y);
        }
    }
    void checkClicked(){
        if(dist(mouseX,mouseY,x,y)<r) active=!active;
    }
}
```

What is the value?

How many **Button** objects do we have after running this statement:

```
Button[] b = new Button[5];
```

- A. 0
- B. 4
- C. 5
- D. 6
- E. error

```
class Button{
    float x, y, r;    boolean active = false;
    Button(){x=50; y=50; r=40;}
    Button(float x1, float y, float r1){x=x1; y=y1; r=r1;}
    void display(){
        strokeWeight(5);
        textSize(25);    textAlign(CENTER,CENTER);
        if(active) {
            fill(0, 200, 0);    stroke(0,255,0);
            ellipse(x,y,2*r,2*r);
            fill(200,255,200);text("ON",x,y);
        }else{
            fill(180, 0, 0);    stroke(255,0,0);
            ellipse(x,y,2*r,2*r);
            fill(100,0,0);    text("OFF",x,y);
        }
    }
    void checkClicked(){
        if(dist(mouseX,mouseY,x,y)<r) active=!active;
    }
}
```

Objects and Object References

How many objects are created by this code?

```
Ball a, b, c;  
  
a = new Ball();  
c = a;  
b = new Ball();
```

A. 1

B. 2

C. 3

D. 4

Objects and Object References

What is the radius of the ball referenced by d?

```
Ball a, b, c, d;  
  
a = new Ball(50);    // radius = 50  
c = a;  
b = new Ball(100);   // radius = 100  
a = b;  
d = c;
```

A. unknown

B. 50

C. 100

D. undefined

Objects and Object References

How much money is in the account referenced by the `d`?

```
Ball a, b, c, d;  
  
b = new Ball(50);  
c = b;  
a = new Ball(100);  
b = a;  
d = c;
```

A. unknown

B. 50

C. 100

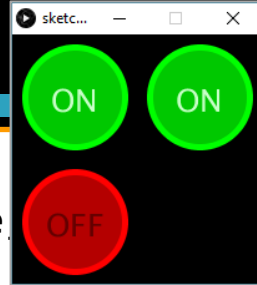
D. undefined

Previously...

OOP Toggle Buttons (3 buttons)

```
Button b1, b2, b3;
void setup() {
  size(200, 200);
  b1 = new Button();
  b2 = new Button();
  b2.x = 150;
  b3 = new Button();
  b3.y = 150;
}
void draw() {
  background(0);
  b1.display();
  b2.display();
  b3.display();
}
void mousePressed(){
  b1.checkClicked();
  b2.checkClicked();
  b3.checkClicked();
}
```

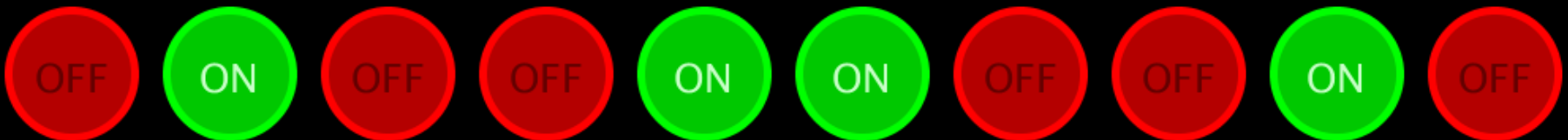
```
class Button{
  float x, y, r;   boolean active = false;
  Button(){x=50; y=50; r=40;}
  Button(float x1, float y1, float r1){x=x1; y=y1; r=r1;}
  void display(){
    strokeWeight(5);
    textSize(25);   textAlign(CENTER,CENTER);
    if(active) {
      fill(0, 200, 0);  stroke(0,255,0);
      ellipse(x,y,2*r,2*r);
      fill(200,255,200);text("ON",x,y);
    }else{
      fill(180, 0, 0);  stroke(255,0,0);
      ellipse(x,y,2*r,2*r);
      fill(100,0,0);    text("OFF",x,y);
    }
  }
  void checkClicked(){
    if(dist(mouseX,mouseY,x,y)<r) active=!active;
  }
}
```



Array of Buttons

- Create an array of 10 Buttons as shown below

```
int N = 10;
Button[] b = new Button[N];
void setup() {
    size(1000, 100);
    for(int i=0; i<N; i++)
        b[i] = new Button(100*(i+1)-50,50,40);
}
void draw() {
    background(0);
    for(int i=0; i<N; i++)
        b[i].display();
}
void mousePressed(){
    for(int i=0; i<N; i++)
        b[i].checkClicked();
}
```



Use of constrain()

We want background to gradually change from black to white.
Which code is better?

(1)

```
int shade = 0;
void draw(){
    background(shade);
    shade++;
}
```

(2)

```
int shade = 0;
void draw(){
    background(shade);
    shade = constrain(shade+1,0,255);
}
```

- A. (1) is better than (2)
- B. (2) is better than (1)
- C. They are both the same
- D. I don't understand what you are talking about.

Controlling Image Opacity

Which of the following is a statement that we can use to control set the transparency of an image to 50%?

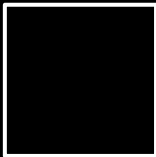
- A. `tint(255);`
- B. `tint(128);`
- C. `tint(255,128)`
- D. `opacity(128);`
- E. `transparency(50)`

Making Decisions

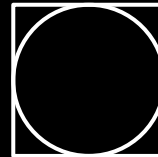
What is the output of this code?

```
noFill(); rectMode(CENTER); stroke(255);  
  
int num = 9;  
  
if (num == 10)  
    rect(50,50,50,50);  
    ellipse(50,50,50,50);
```

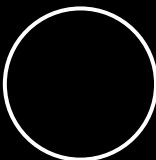
A.



C.



B.



D. Something else

Boolean Expressions

What is the output of this code?

```
int x = 10, y = 20;
if (x >= 5) {
    print("bigx");
    if (y >= 10)
        print("bigy");
} else if (x == 10 || y == 15)
    if (x < y && x != y)
        print("not equal");
```

- A. bigx
- B. bigy
- C. bigxnot equal
- D. bigxbigy not equal
- E. bigxbigy

Switch Statement

What is the output of this code?

```
int num=2;  
switch (num){  
    case 1: print("one");  
    case 3: print("three");    break;  
    case 2: print("two");  
    default:print("other");    break;  
}
```

- A. three
- B. two
- C. twothree
- D. twoother
- E. other

Loops vs. draw()

Which code is better? We want the ball to gradually move from left to right.

(1)

```
int x = 0;
void draw(){
    background(0);
    ellipse(x, 50, 20, 20);
    x++;
}
```

(2)

```
for(int x = 0; x < 100; x++){
    background(0);
    ellipse(x, 50, 20, 20);
}
```

- A. (1) is better than (2)
- B. (2) is better than (1)
- C. They are both the same
- D. I don't understand what you are talking about.

Functions

What is the output of this code?

```
int subtractNum(int a, int b) {  
    return a-b;  
}  
void draw() {  
    int x=5, y=8;  
    int result = subtractNum(x, y);  
    print(result + subtractNum(y, x));  
    noLoop();  
}
```

A. error

B. 3

C. -3

D. 0

From Processing to Java



