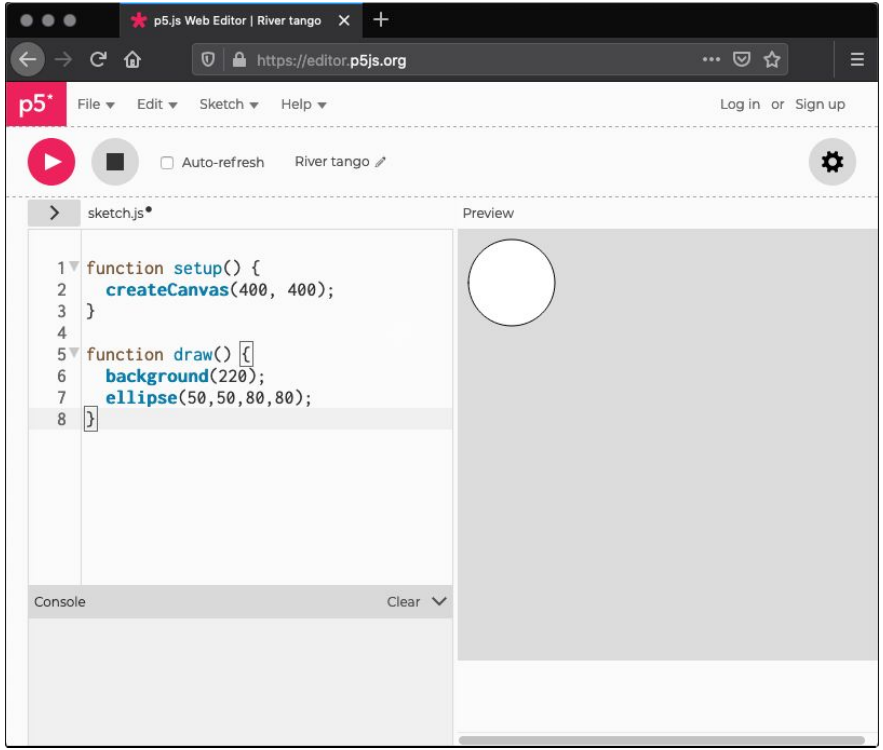
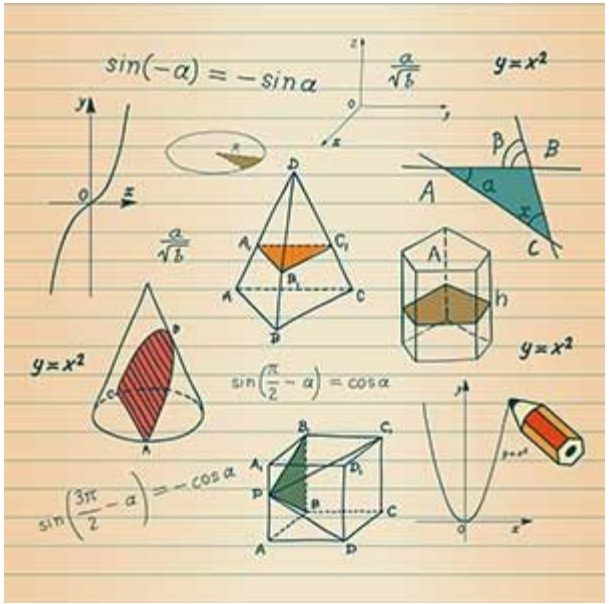
INTERACTION


DOT MATRIX WITH STEREO SOUND
TAKOYAKI GAMES
GAME BOY COLOR
LIGHT
Nintendo
SELECT START
Nintendo GAME BOY


p5.js Web Editor | River tango
https://editor.p5js.org
p5*
File
Edit
Sketch
Help
Log in or Sign up
Auto-refresh
River tango
sketch.js
Preview
1 function setup() {
2 createCanvas(400, 400);
3 }
4
5 function draw() {
6 background(220);
7 ellipse(50,50,80,80);
8 }
Console
Clear


sin(−α) = −sinα
y=x²
y=x²
y=x²
sin(π/2 − α) = cosα
sin(3π/2 − α) = −cosα


× 1 2 3 4 5 6 7 8 9 10
1 1 2 3 4 5 6 7 8 9 10
2 2 4 6 8 10 12 14 16 18 20
3 3 6 9 12 15 18 21 24 27 30
4 4 8 12 16 20 24 28 32 36 40
5 5 10 15 20 25 30 35 40 45 50
6 6 12 18 24 30 36 42 48 54 60
7 7 14 21 28 35 42 49 56 63 70
8 8 16 24 32 40 48 56 64 72 80
9 9 18 27 36 45 54 63 72 81 90
10 10 20 30 40 50 60 70 80 90 100
3×7
5×5

```
function setup() {
  createCanvas(400, 400);
}

function draw() {
  background(220);
}
```

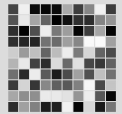
```
let x = 3.14;
let y = 10;

function setup() {
  createCanvas(400, 400);
}

function draw() {
  background(220);
  print(x, y);
}
```

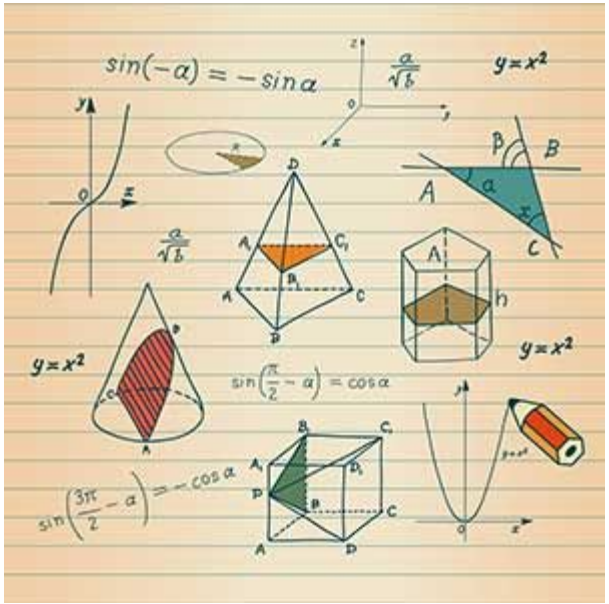
```
let a;

function setup() {
  createCanvas(400, 400);
  a = new A(3.14, 10);
}

function draw() {
  background(220);
  a.display();
}

class A{

  constructor(x, y){
    this.x = x;
    this.y = y;
  }

  display(){
      ellipse(this.x, this.y, 10, 10);
      rect(this.x + this.y, this.y, 10, 10);
  }
}
```

```
let a;

function setup() {
  createCanvas(400, 400);
  a = new A(3.14, 10);
}

function draw() {
  background(220);
  a.display();
}

class A{

  constructor(x, y){
    this.x = x;
    this.y = y;
  }

  display(){
     for(let i = 0; i < 10; i++){
          ellipse(i + this.x, this.y, 10, 10);
      rect(i + this.x + this.y, this.y, 10, 10);
    }
  }
}
```

```
let a = [];
let offset = 140;

function setup() {
  createCanvas(400, 400);
  noStroke();
}

function draw() {
  background(220);
  for(let i = 0; i < 10; i++){
    for(let j = 0; j < 10; j++){
      a[j] = new A(i, j);
      a[j].display();
    }
  }
}

class A{

  constructor(x, y){
    this.x = x;
    this.y = y;
  }

  display(){
      rect(this.x * 11, this.y * 11, 10, 10);
    }
}
```

```
let a = [];
let offset = 140;

function setup() {
  createCanvas(400, 400);
  noStroke();
}

function draw() {
  background(220);
  for(let i = 0; i < 10; i++){
    for(let j = 0; j < 10; j++){

      a[j] = new A(i, j);

      if(mouseIsPressed){
        fill(random(255));
      }

      a[j].display();
    }
  }
}

class A{

  constructor(x, y){
    this.x = x;
    this.y = y;
  }

  display(){
      rect(this.x * 11, this.y * 11, 10, 10);
    }
}
```

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6 6 12 18 24 30 36 42 48 54 60
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8 8 16 24 32 40 48 56 64 72 80
9 9 18 27 36 45 54 63 72 81 90
10 10 20 30 40 50 60 70 80 90 100
3×7
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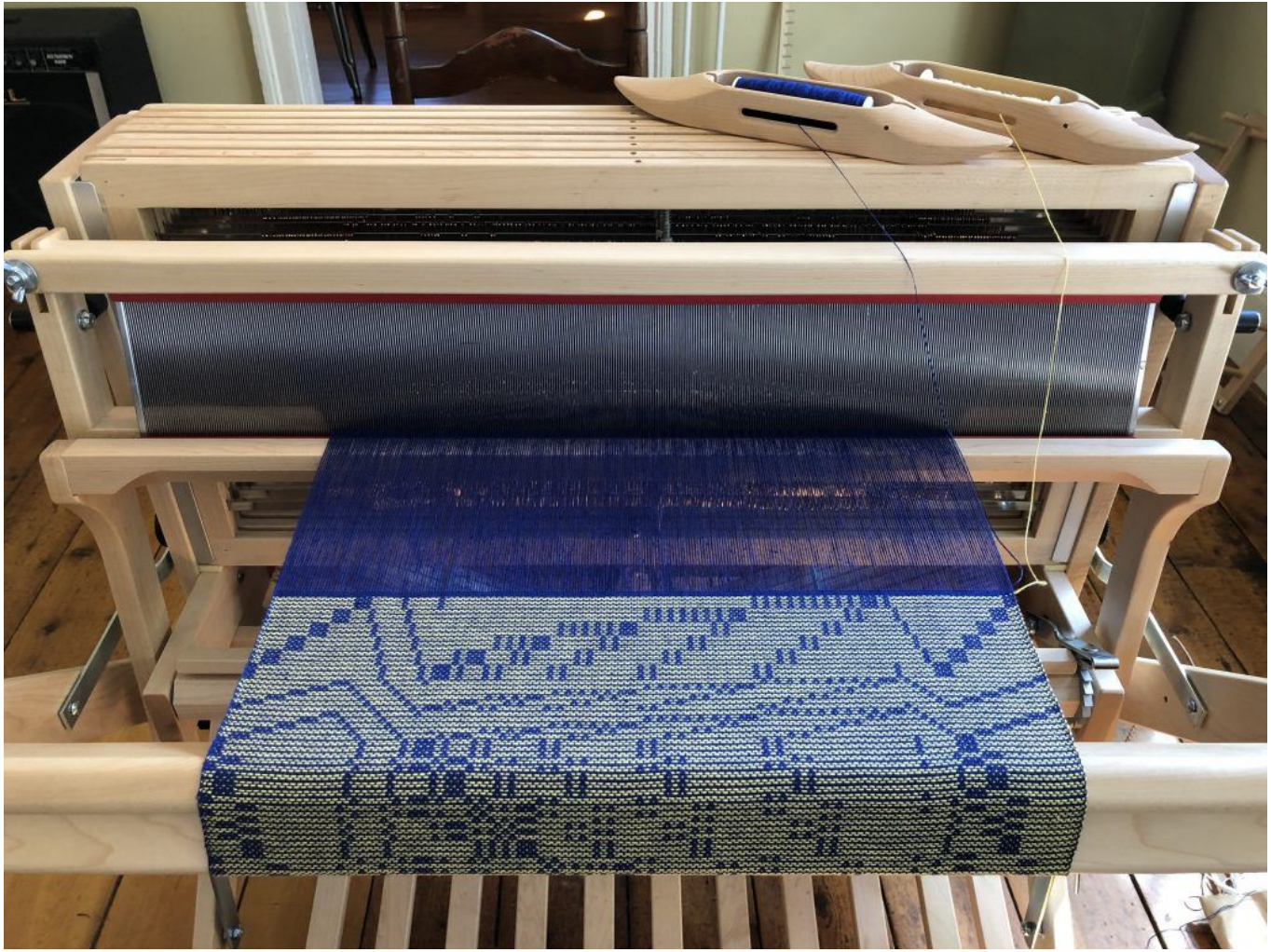
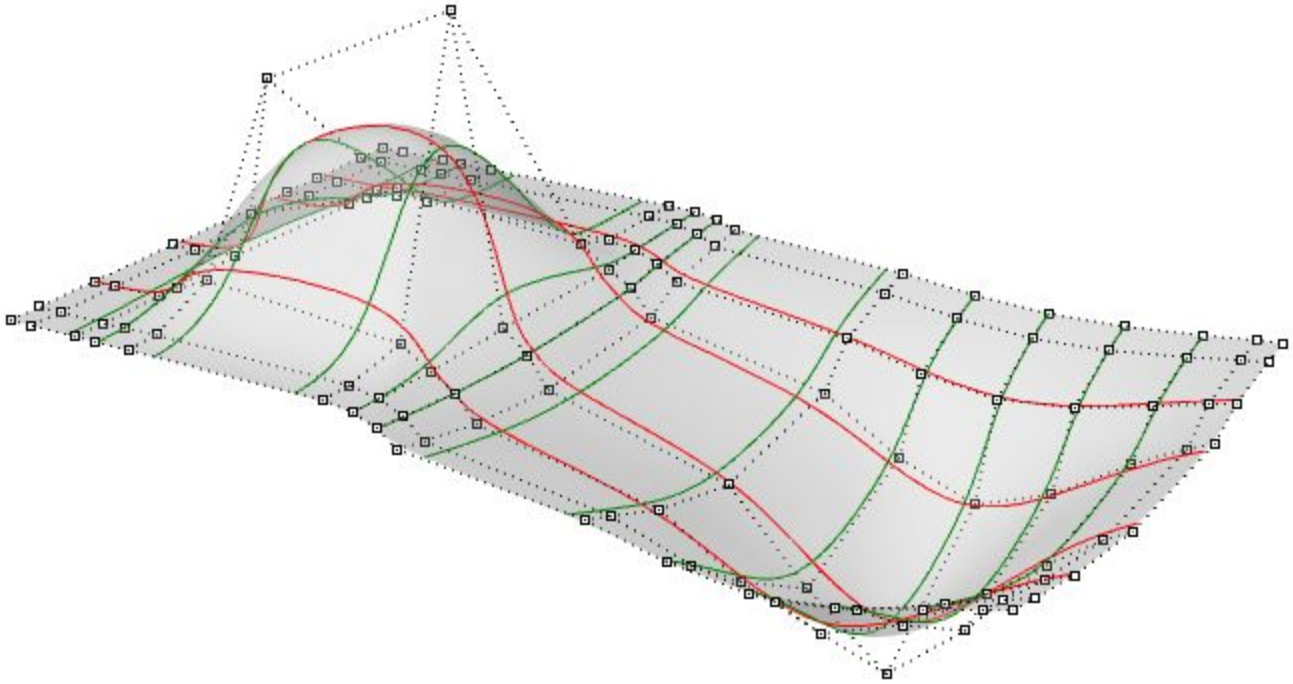
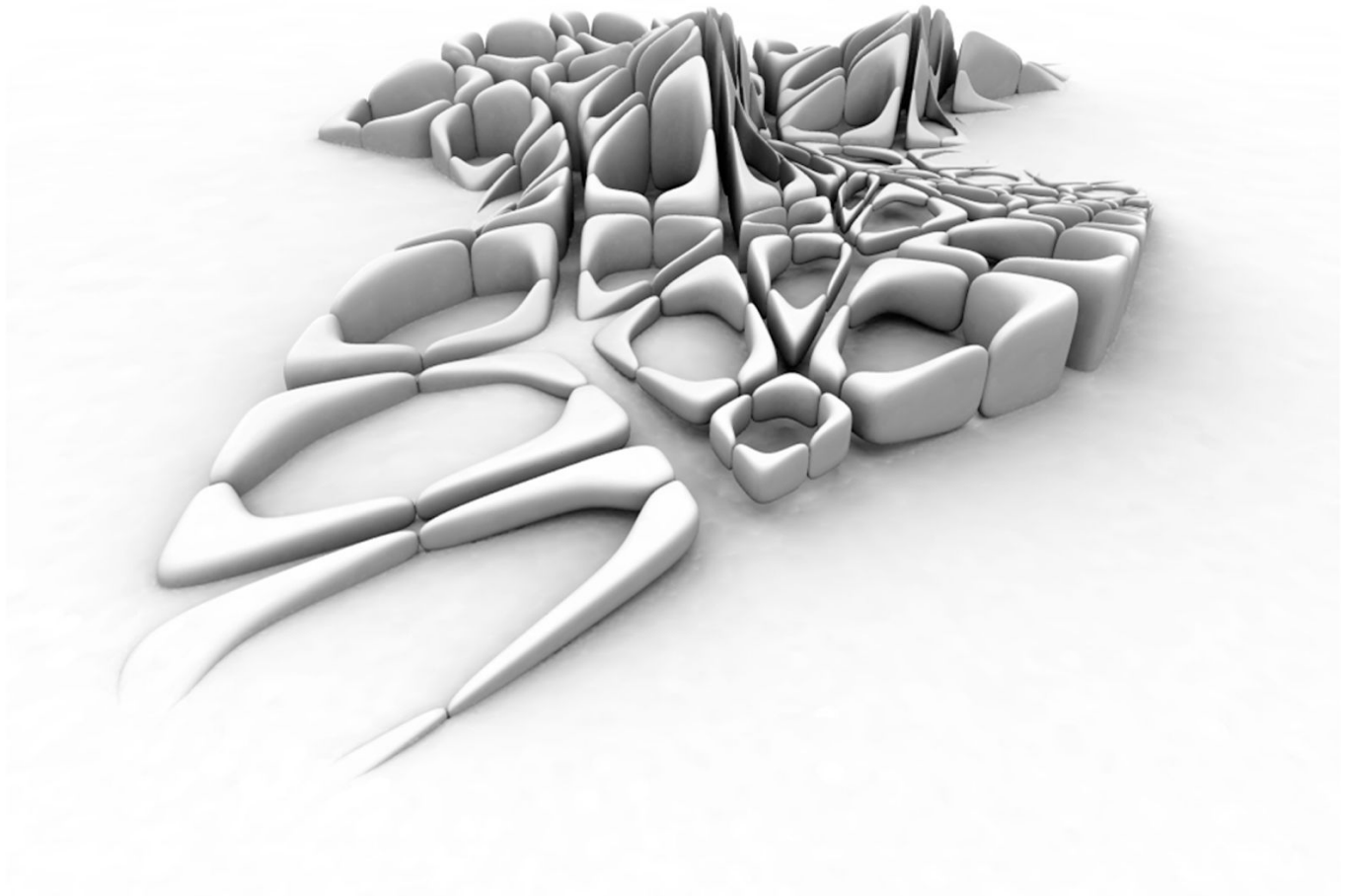
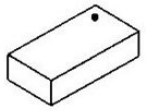
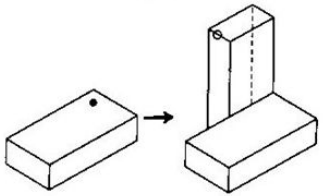




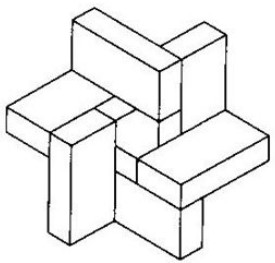




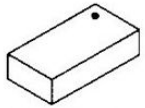
initial shape



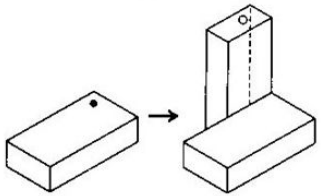
rule



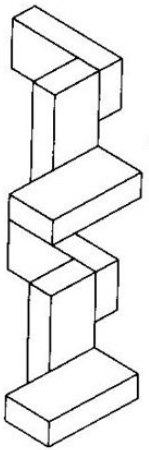
design

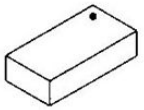


initial shape

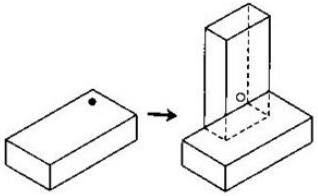


rule

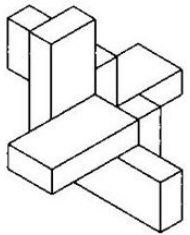




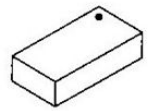
initial shape



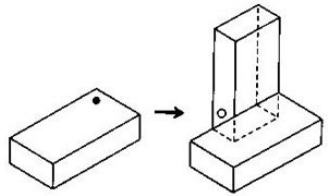
rule



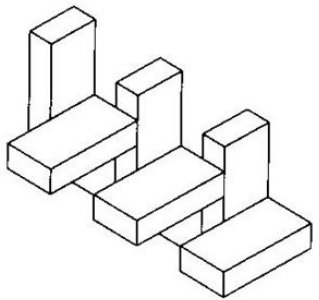
design



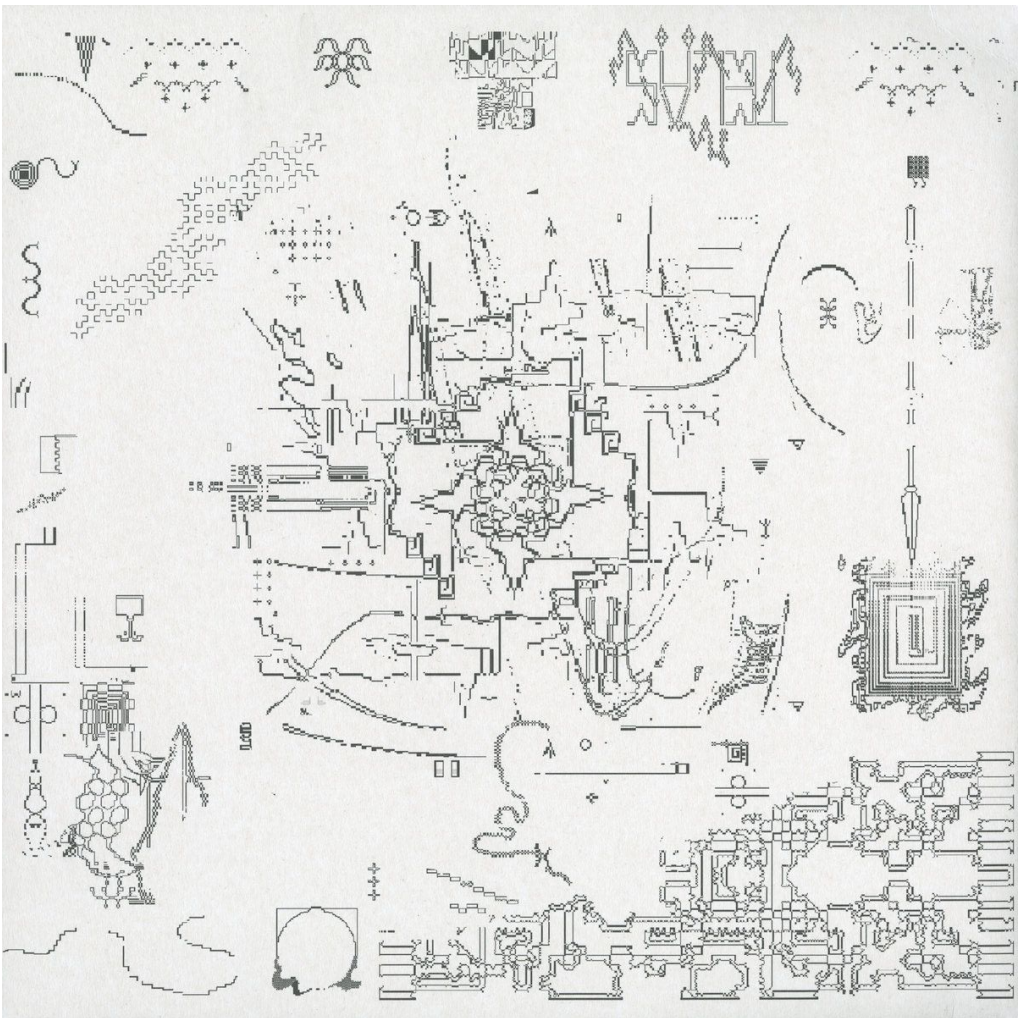
initial shape

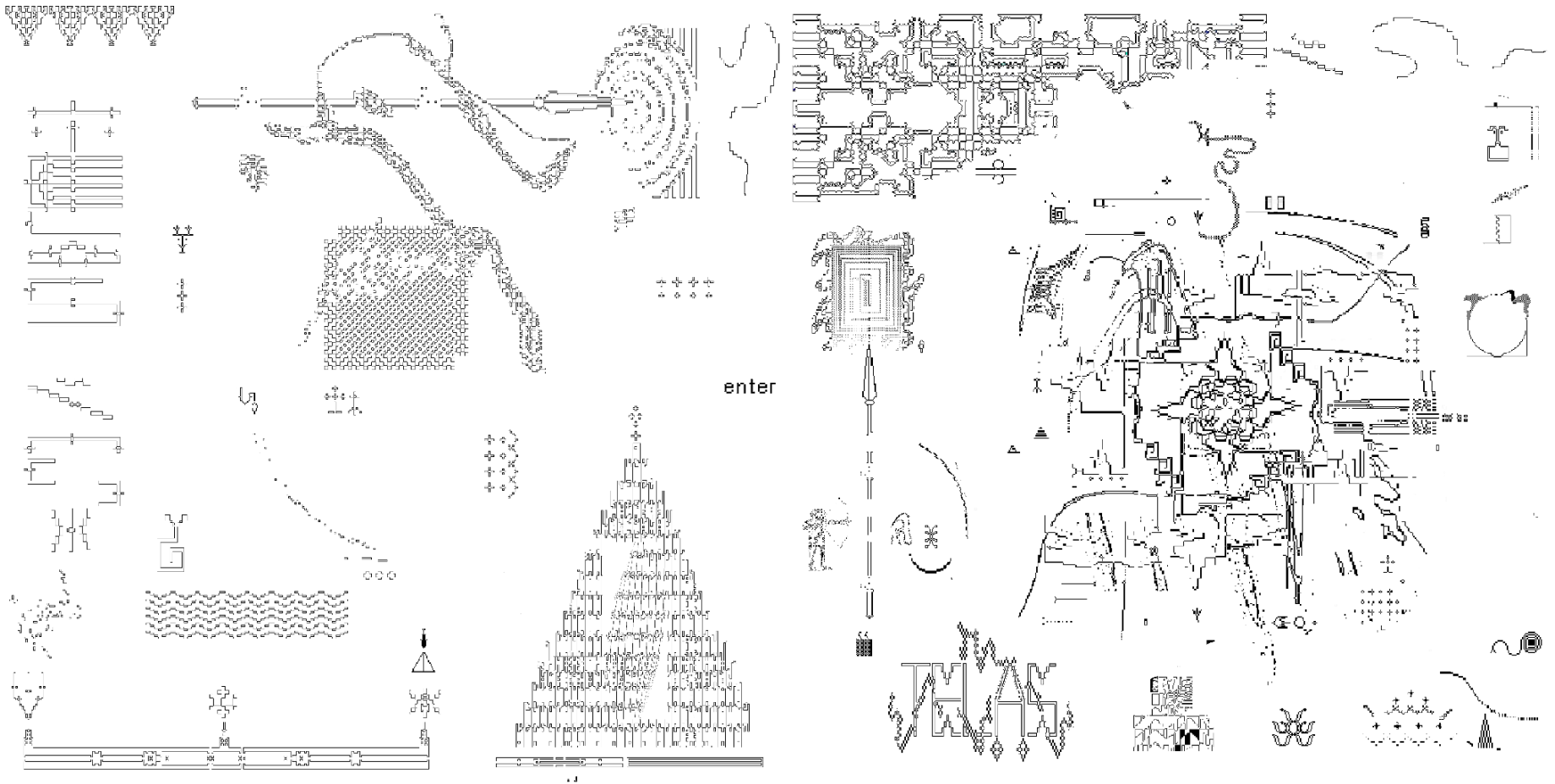


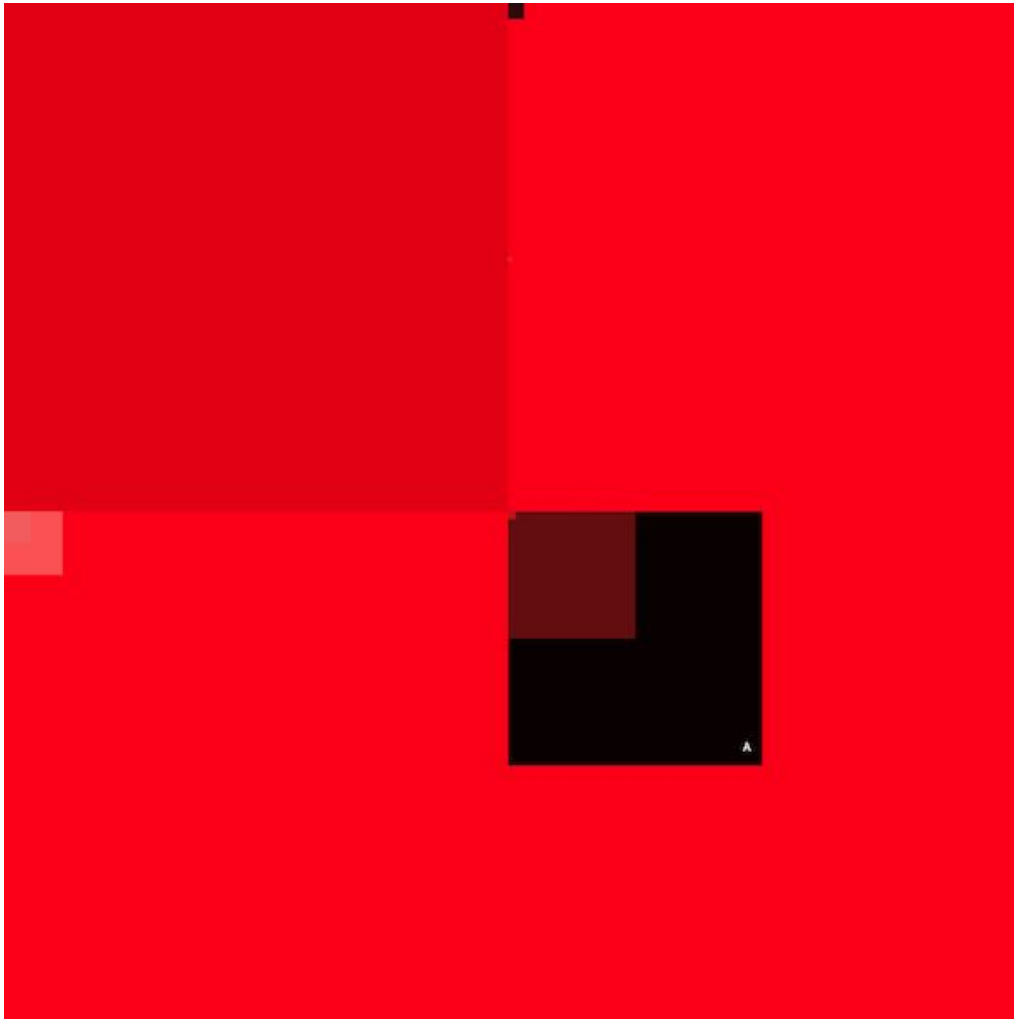
rule



design




enter



Homework: Create an interactive grid of rectangle objects that, when clicked, change color.