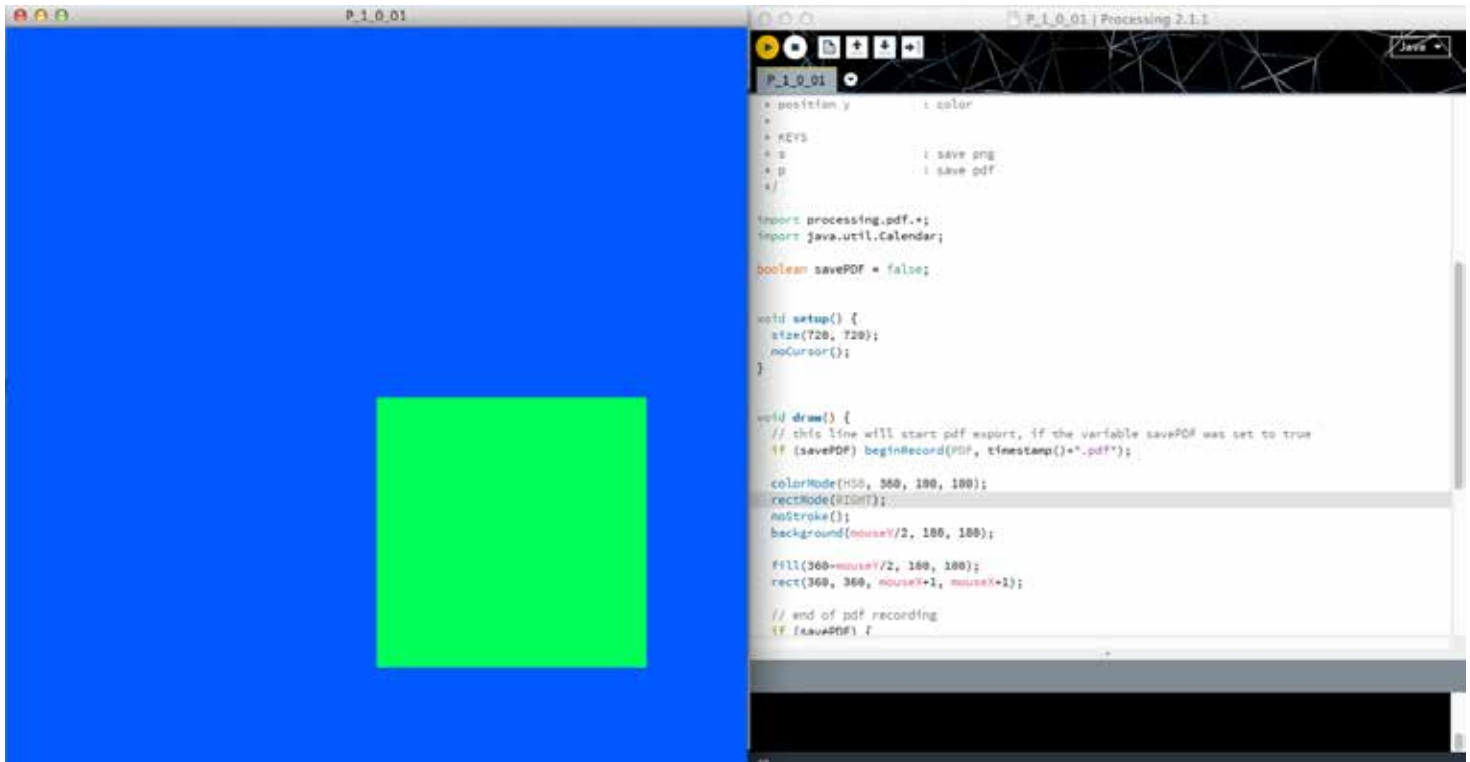
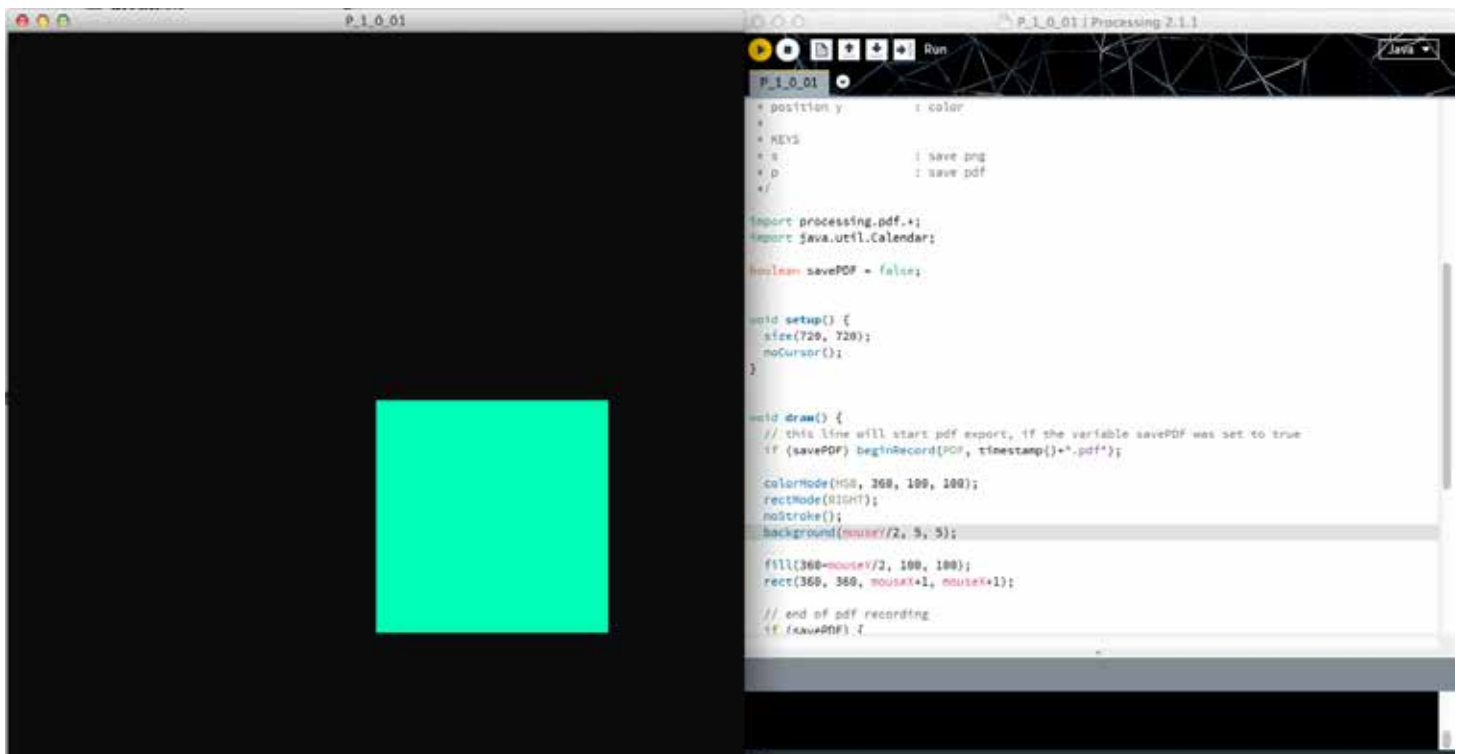


P_1_0_01

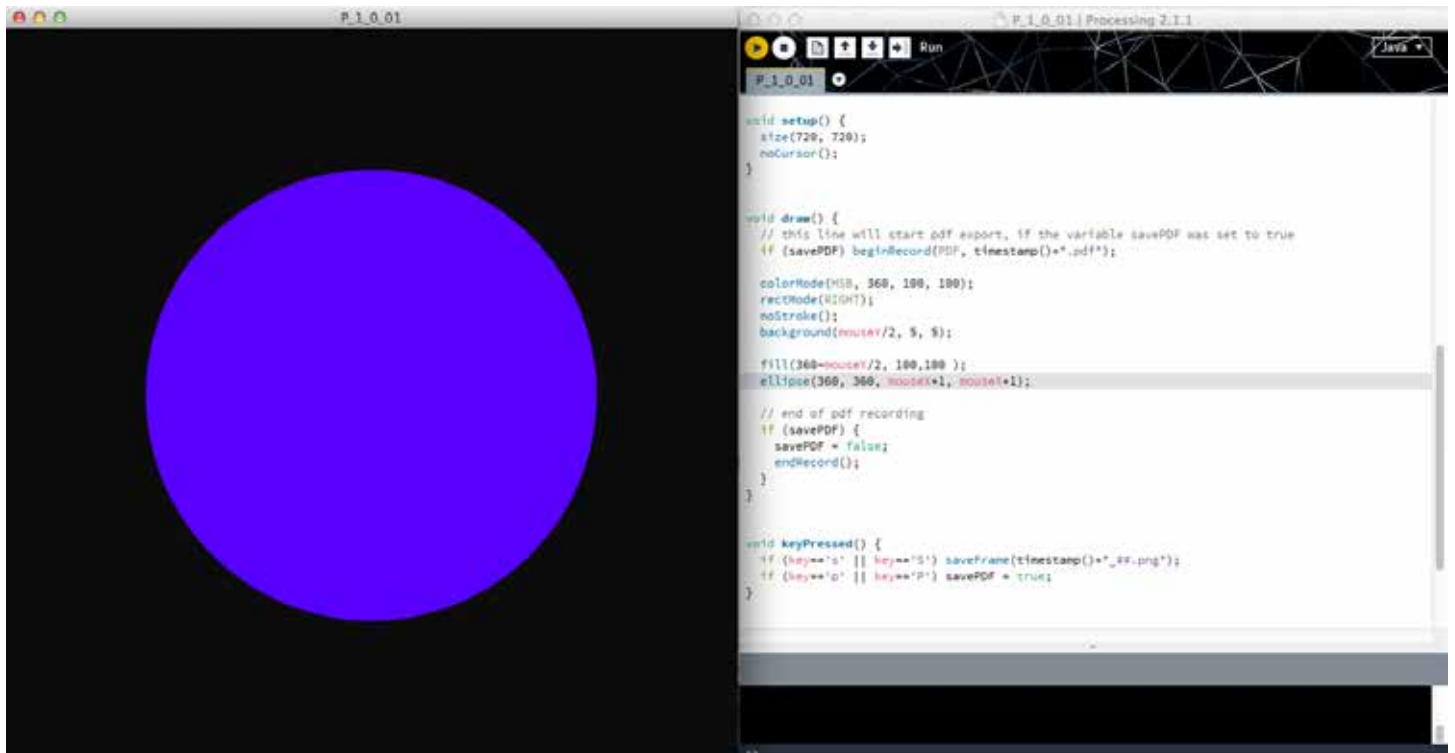


1. The original centered square (rectMode) was changed from CENTER to RIGHT

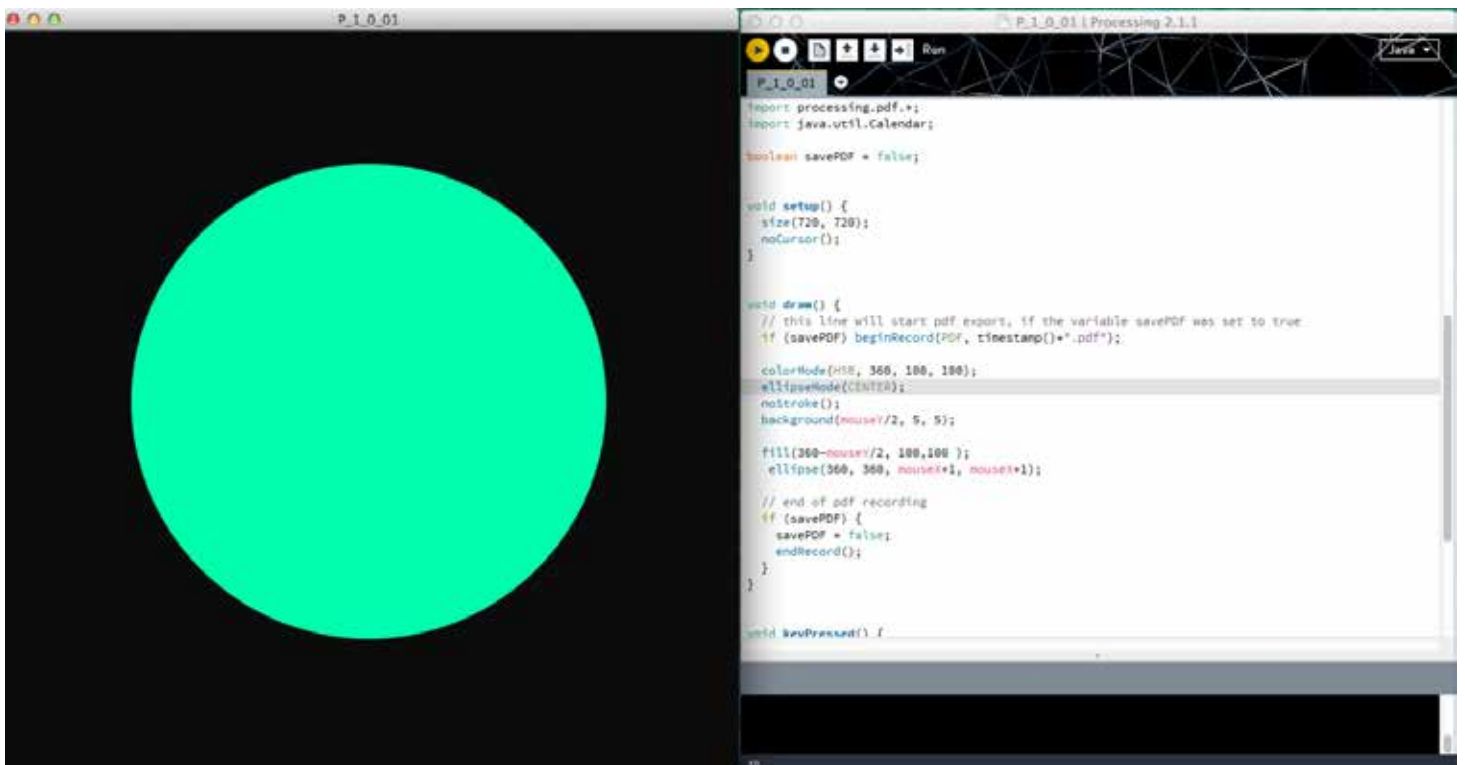


2. The original background colour was changed to black

P_1_0_01

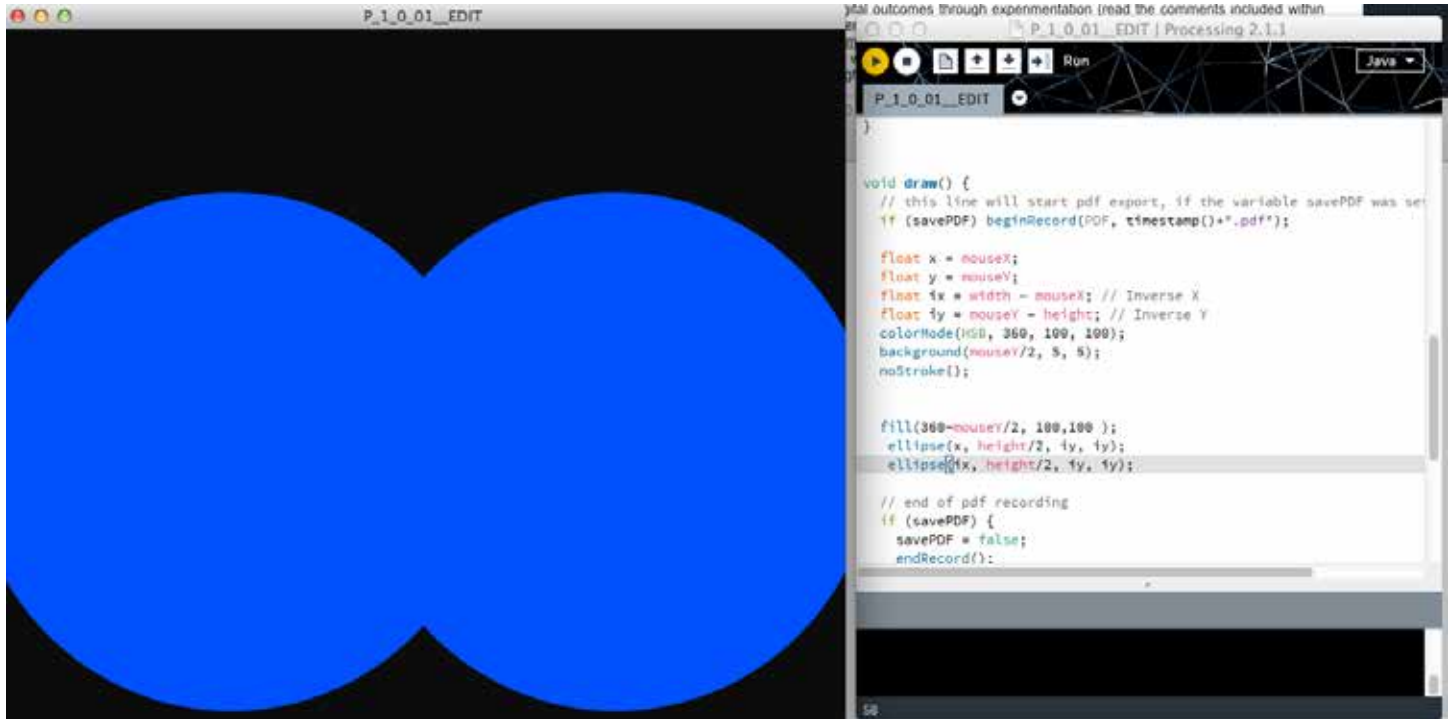


3. The original square was changed to a ellipse. The ellipse colour settings and mouse settings were altered.



4. The ellipse mode was changed back to CENTER

P_1_0_01



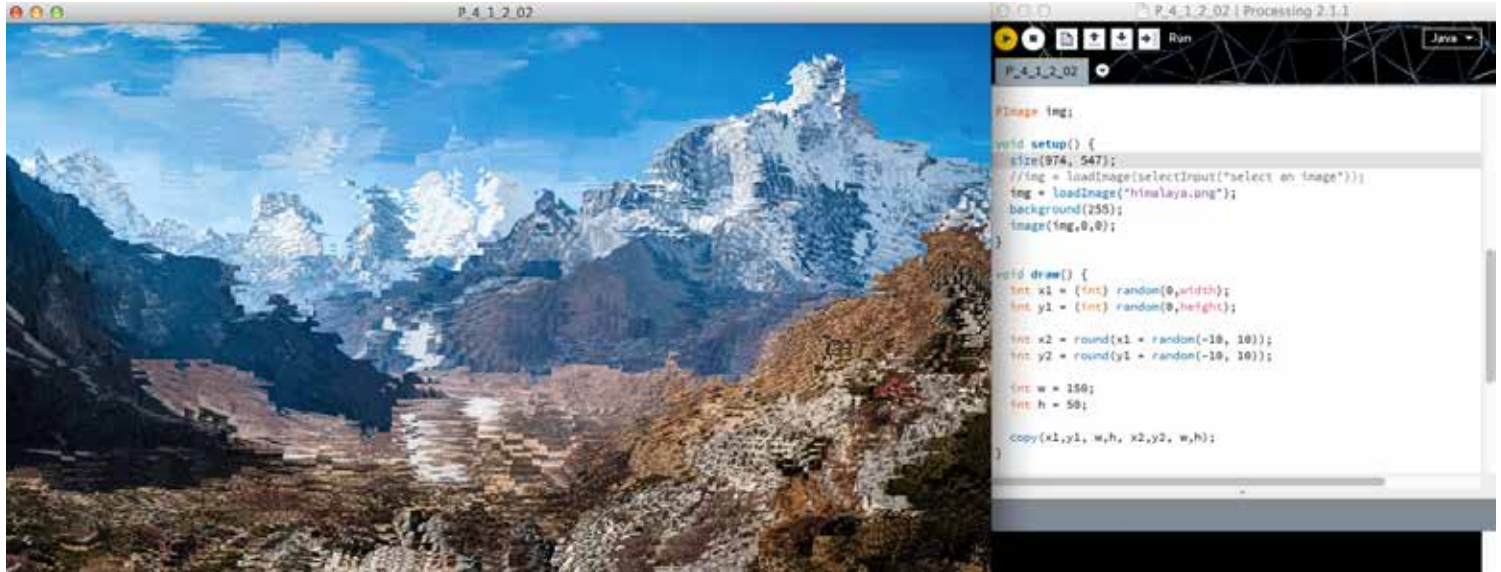
5. The ellipse was duplicated

P_4_1_2_02

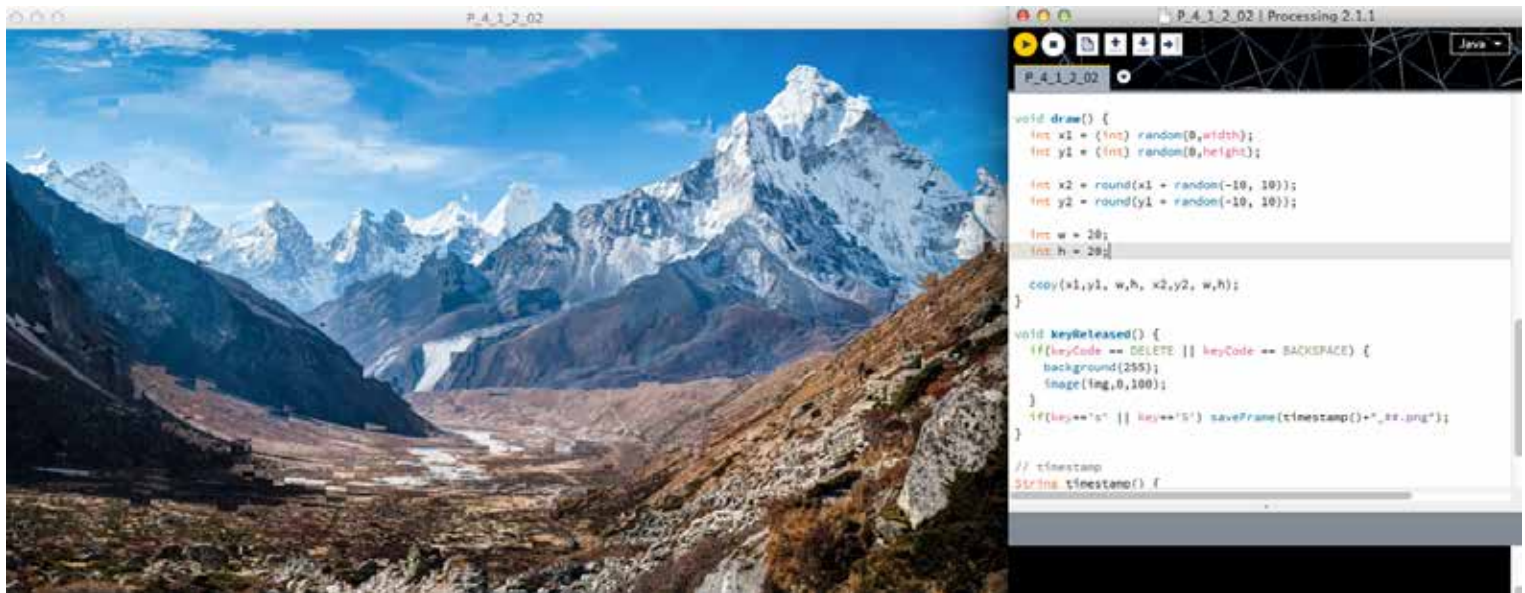


1. The original image was changed to a new image

P_4_1_2_02



2. The file size was changed to adhere to the new image change.



3. The main variable (int) were altered to change the shape and space of the repeated small images appearing on screen.



4. The file setup was altered to create a yellow tint throughout the overall image.

P_2_3_3_01

```

P_2_3_3_01

* arrow down : angle distortion =
* s          : save png
* r          : start pdf recording
* e          : stop pdf recording
*/

import processing.pdf.*;
import java.util.Calendar;

boolean recordPDF = false;

float x = 0, y = 0;
float stepSize = 5.0;

#Font font;
String letters = "These words go round and around and around and around because I need";
int fontSizeMin = 1;
float angleDistortion = 0.0;

int counter = 0;

void setup() {
  // use full screen size
  size(displayWidth, displayHeight);
  background(255);
  smooth();
  cursor(CROSS);

  x = mouseX;
  y = mouseY;
}
```

1. The minimum font size was changed
2. The text wording was altered

```

P_2_3_3_01 | Processing 2.1.1

* arrow down : angle distortion =
* s          : save png
* r          : start pdf recording
* e          : stop pdf recording
*/

import processing.pdf.*;
import java.util.Calendar;

boolean recordPDF = false;

float x = 0, y = 0;
float stepSize = 5.0;

#Font font;
String letters = "These words go round and around and around and around because I need to change the structure of this program. Round and round";
int fontSizeMin = 3;
float angleDistortion = 0.0;

int counter = 0;

void setup() {
  // use full screen size
  size(displayWidth, displayHeight);
  background(255);
  smooth();
  cursor(CROSS);

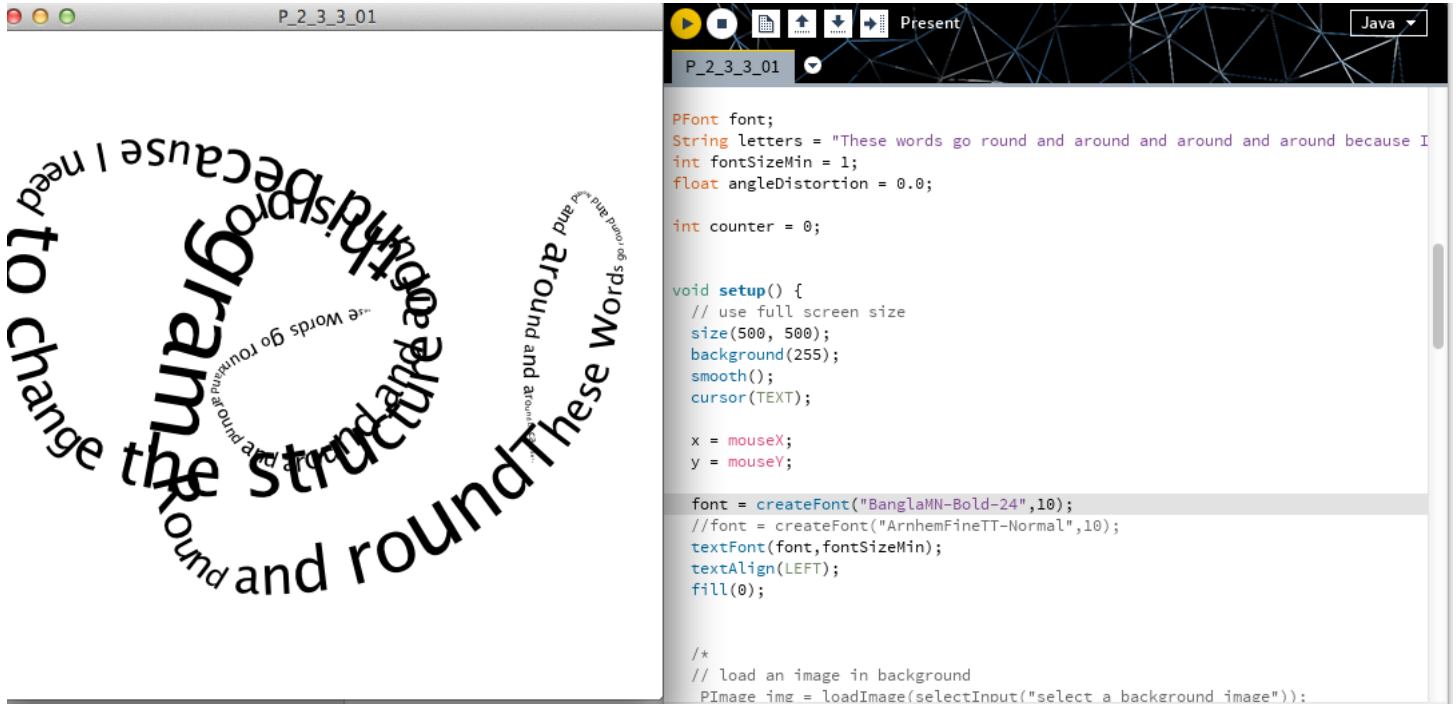
  x = mouseX;
  y = mouseY;
}
```

round and around and around and around because I need to

[illegible]

4. The original cursor was changed to a text cursor

P_2_3_3_01

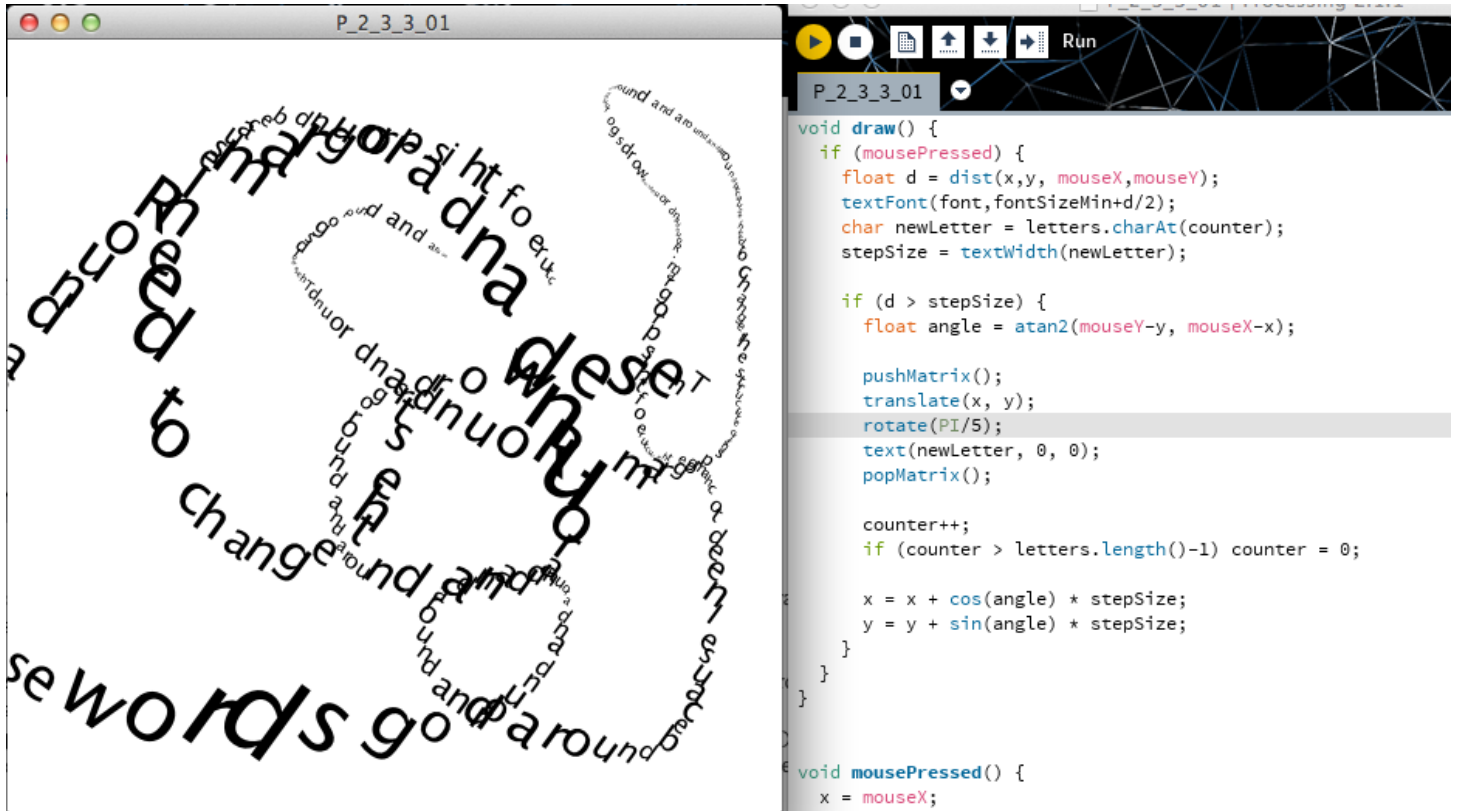


5. The original font was changed to a new font

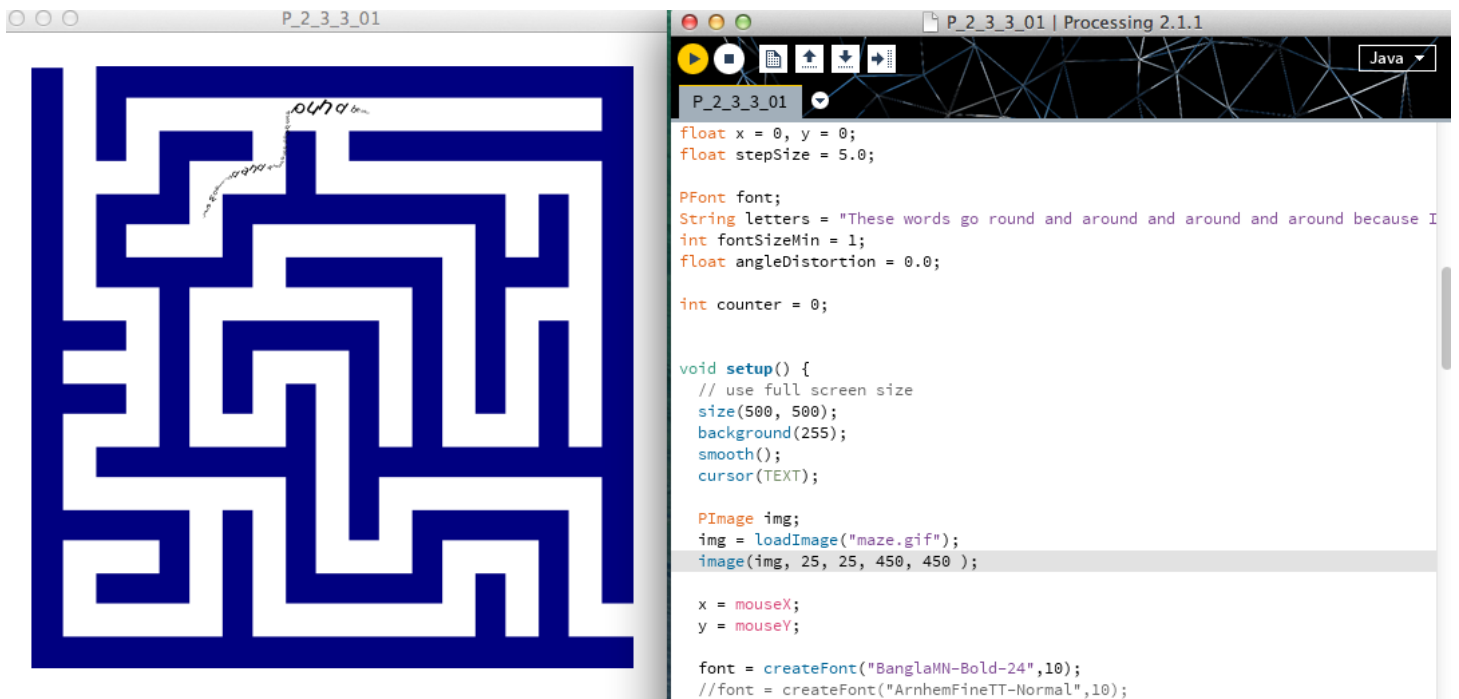


6. The variable angles and mouse settings were changed through experimentation, but changed back to original outcome due to final image idea.

P_2_3_3_01

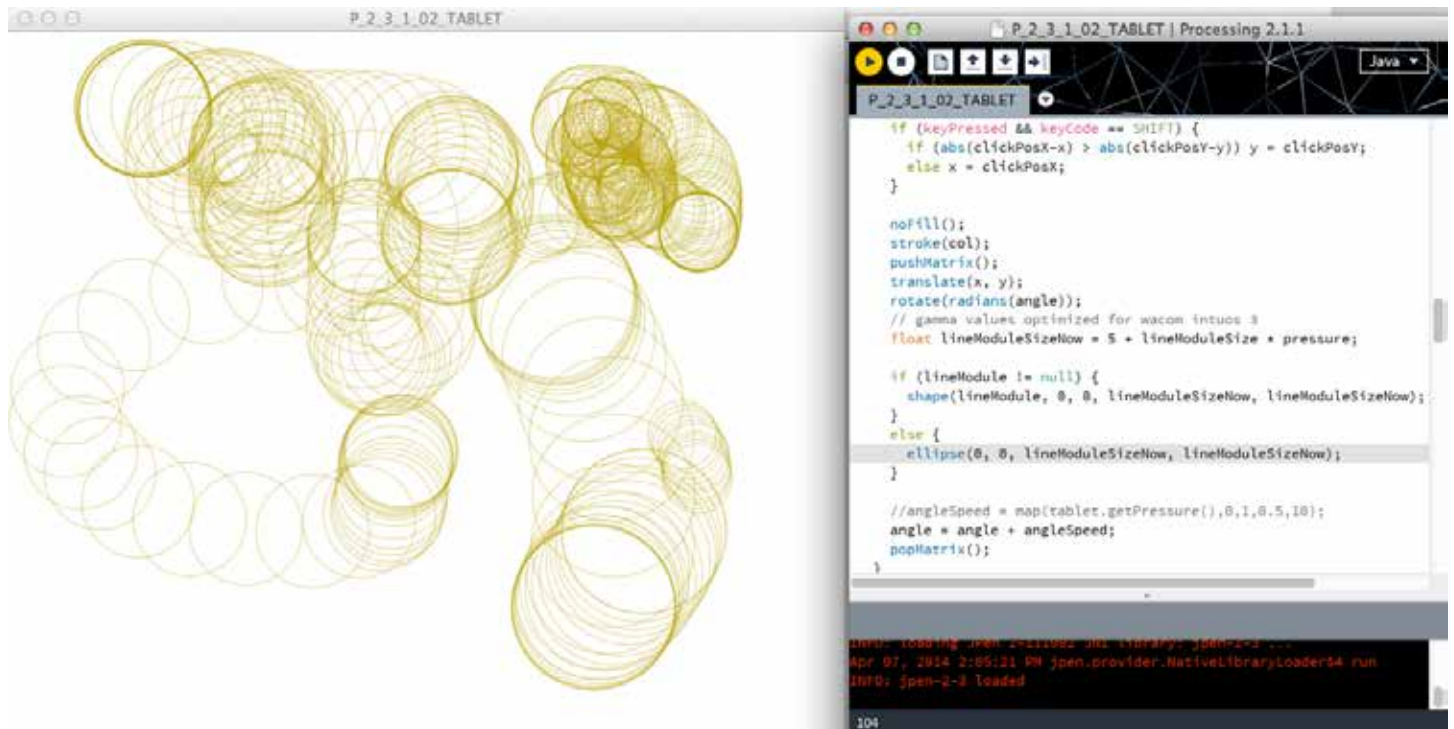


7. The rotation of the letters was altered to a PI setting

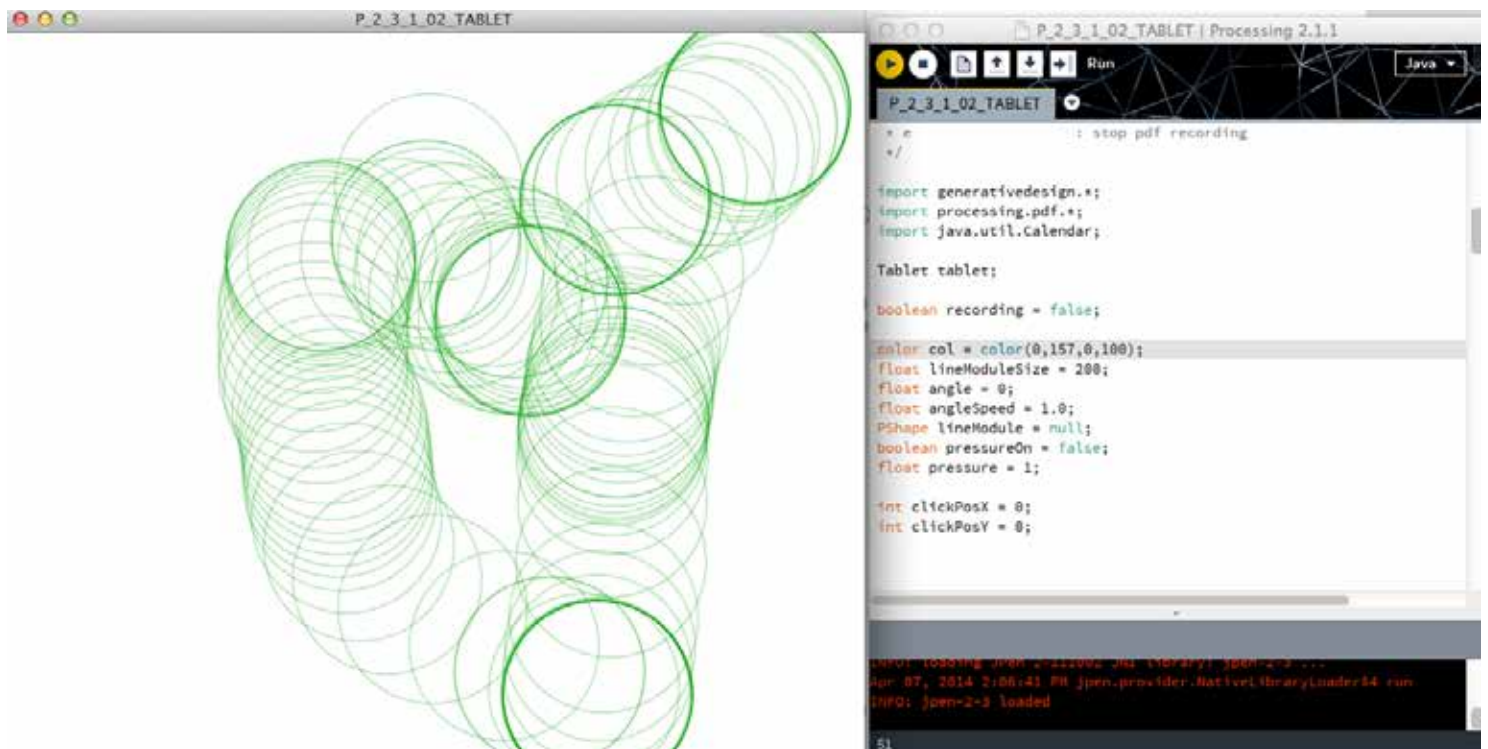


8. A background image was added to the final program to create a text maze!

P_2_3_1_02_TABLET

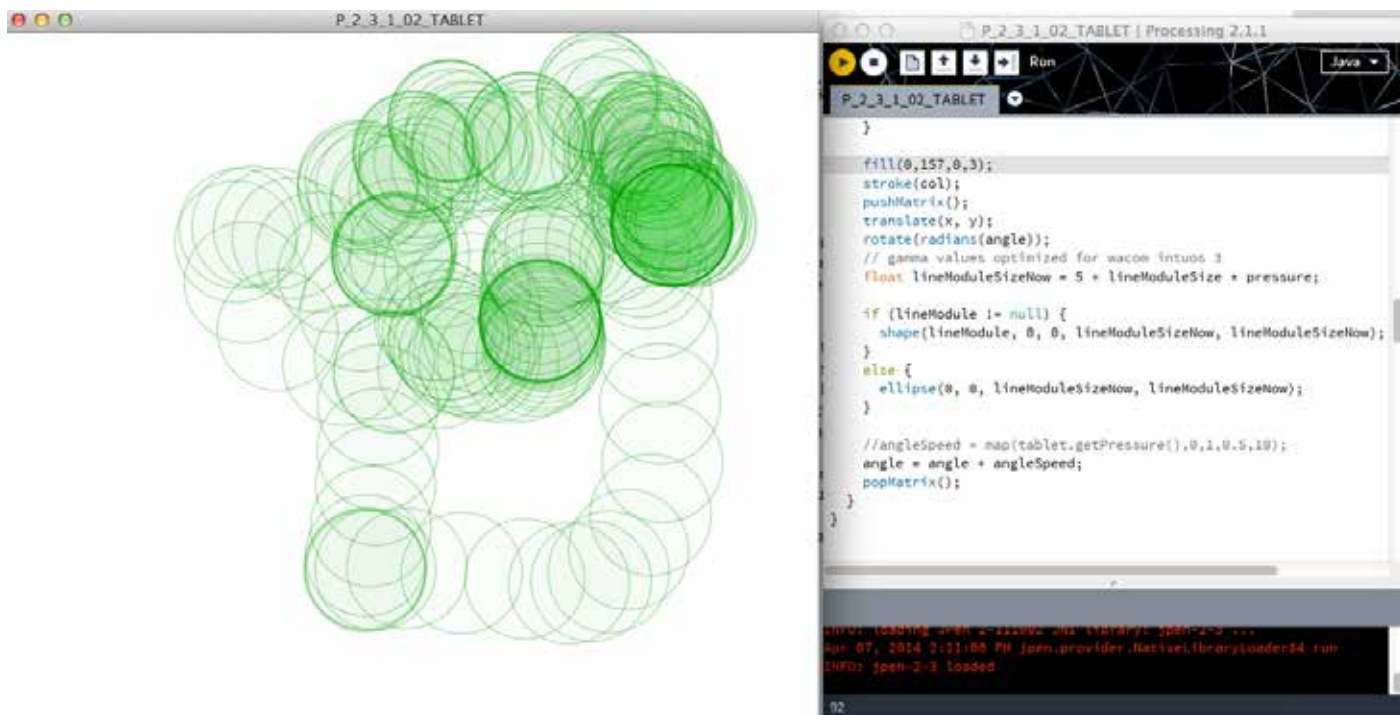


1. The original line shape was changed to a ellipse

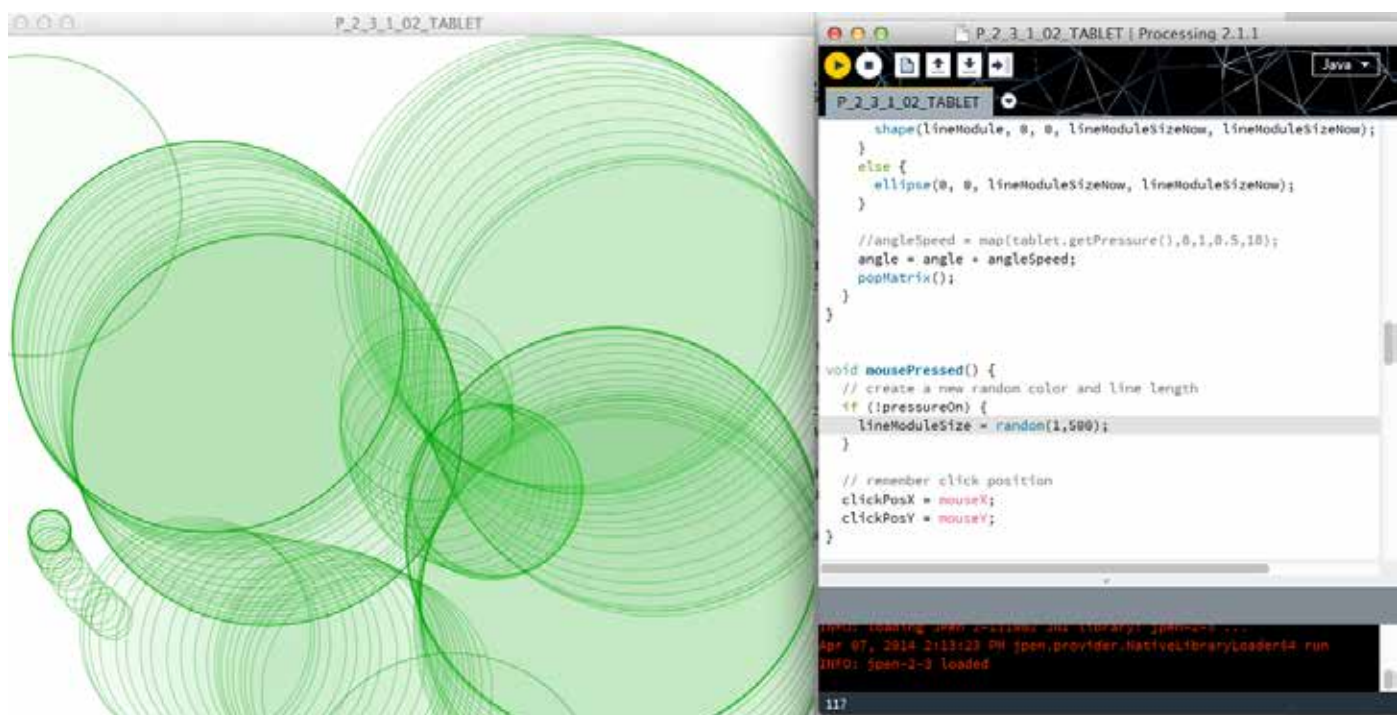


2. The colour settings were altered

P_2_3_1_02_TABLET



3. A transparent fill was created in the ellipses.



4. The overall variable size of the ellipse change (random) was increased.