# 257 / 757 Programming in the Arts with Processing In Class Exercise #3

#### Tue 1.21.14 Day: in Class Due: **Goal: First Animation**

## **Course Web Site:**

http://www.andrew.cmu.edu/course/60-257/

#### **Reading:**

Posted on the calendar web page available from the link shown above.

#### Assignment:

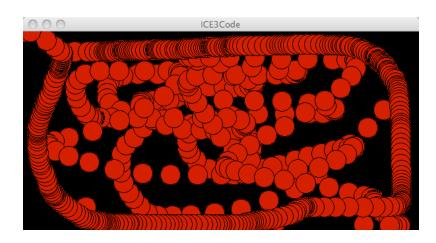
- 1. Declare a variable of type float to store the diameter of a circle.
- 2. Add setup() and draw() functions.
- 3. Initialize the diameter variable to some reasonable value;
- 4. Set the fill color to some color of your choice.
- 5. Set the background color to some color of your choice.
- 6. Call the ellipse() function in draw() using the mouse location for the center coordinates of the ellipse.

## Advice:

After this is working, consider experimenting with the **random** () function for the value of the diameter of the circle. Look up random in the API.

## Grading:

Credit is pass/fail – all or nothing. Show this to one of us today before 1:20 today.



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## Sample: