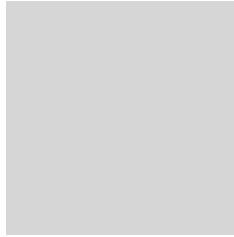


Homework #2 Practice

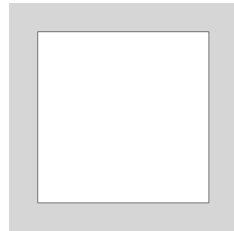
by da' Moose

Here is some practice with curves and variables and expressions.

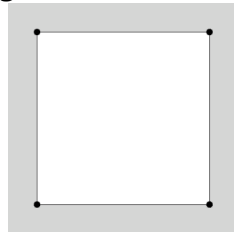
The first practice set of ideas provides some practice with curves **but uses magic numbers** (which are not allowed in homework #2 - let's take one step at a time. You are strongly advised to work from a drawing. Begin by setting the size of the window to 400x400. Then using magic numbers:



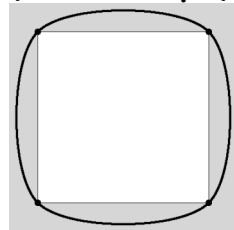
Draw a rect that is anchored at (50, 50) with width and height of 300 pixels:



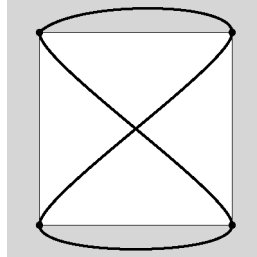
Next, set the `strokeWeight` to 10 and draw four points as shown on each of the corners of the rectangle (there is a point function in the API):



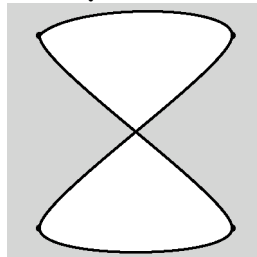
Now the fun begins. Turn off the fill and set the `strokeWeight` to 3. Connect all four points with a curve using the `beginShape() - curveVertex() - endShape()` sequence of functions.



Modify the order of the calls to `curveVertex` in your code to produce this curve. You can do this by swapping only two of the calls to `curveVertex()`:



Finally, find and delete or comment out (using the `//` syntax) two lines of code that will produce this output:



The second practice set allows you to work with variables and expressions. On the left is the output for Jim's class code. Get the class code for today and modify it to look like the output on the right.

