PGSS – Programming Lab
Task 2B Images and Wrapping

The use of an image will be shown in class. If you do not have an image, file, you can use a square in its place or you can find one on the web – remember copyright issues…

_____ You can save Task2A as Task2B and delete the unwanted code. This will save retyping the required "boiler plate" code you need OR you can start with a blank file.

_____ Create a data folder in the Task2B folder and put the .jpg file inside this data folder.

Wrapping is motion that moves a figure from one edge of the window instantly to the opposite edge. If a figure is moving left to right, when the figure reaches the right edge is it is reposition (wrapped) immediately back to the left edge. The same can be done for vertical movement. You will code wrapping motion of your image.

We **Strongly** urge you to do one direction at a time. There is a learning curve involved. If you figure out how to do vertical wrapping, the horizontal wrapping should take much less time. Solve as small a problem as practical at one time when you are coding. Sorta' like a controlled experiment with one unknown.

_____ Declare the needed float variables as demonstrated in class. Do not initialize them.

_____ In the setup( ) function, initialize these float variable to reasonable random values.

_____ In draw, change the position of the figure and draw it – it will eventually move off screen. Right now, just get it moving off screen.

_____ Next add code to test the position to see if it is off screen. When it is off screen, change the variables to put it back to the opposite side.