

257 / 757

Programming in the Arts with Processing

In Class Exercise #11**Day:** Thur 2.27.14
Due: In Class
Goal: Loops and Patterns**Course Web Site:**<http://www.andrew.cmu.edu/course/60-257/>**Assignment:**

- You will not be given starter code or a starter file.
- Open and save a new Processing program.
- Size the window to be 800 pixels wide and 400 pixels high.
- Draw a black rectangle in the left half of the window.
- Draw a white rectangle in the right half of the window.
- Using a **while** loop, draw a row of red squares on the outer edge of the black rectangle.
- Using a **for** loop, draw an X shape of blue circles in the white rectangle.
- Your program must run in a window of any size that has a width that is twice as long as the height. **DO NOT USE MAGIC NUMBERS!!**
- The number 2 is not magic if it is being used to divide a quantity in half.
- Some overlap and partial shapes are ok.

Advice:

There are a number of ways to code the patterns.

Think before you code.

For both patterns, make a sketch and list the variables available to you for use and consider how you might use them.

Expected Output: