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Programming in the Arts with Processing

**In Class Exercise #13****Day:****Thur 3.6.14****Due:****In Class****Goal:****Arrays #2****Course Web Site:**<http://www.andrew.cmu.edu/course/60-257/>**Background:**

- You will be given a starter file.
- Open the .pde file.
- **Currently, this file does not compile! It will when you are done.**
- The .pde file has four arrays of **float** and one array of **color**. These are the same arrays that you used on Tuesday for ICE #12.
- The functions **growFigures ( )** and **drawFigures ( )** are complete and we will discuss them before you do this program.
- ICE #12 used initializer lists to provide values for the different arrays. The initializer list for the arrays of float used magic numbers and the array of color used randomly generated numbers for the RGB values.
- In this ICE, the initializer lists are gone. The arrays are declared as global variables. They are **newed** in the **setup ( )** function and one of two functions is called to generate and assign the values to the elements of the arrays:
  - **initFloatArray ( -- )** is used to assign random values to the arrays of float. The second and third arguments are the minimum and maximum value of the random number being returned – they represent the range of values for the array.
  - **initColorArray ( -- )** is used to assign random colors to the elements of the array of color.

**Assignment:**

- Finish coding the argument lists and the bodies of both of the array initialization methods.

**Typical Expected Output:**