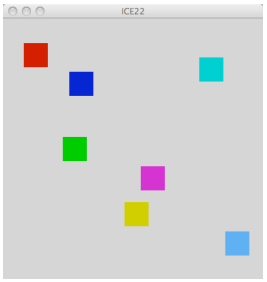
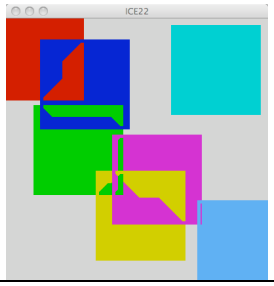
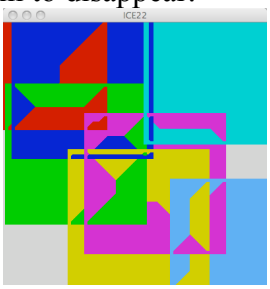
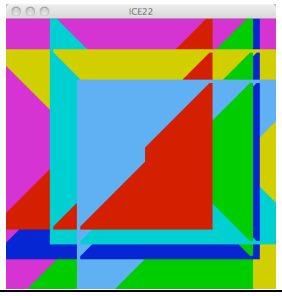
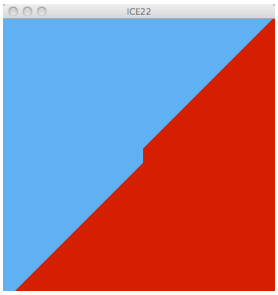
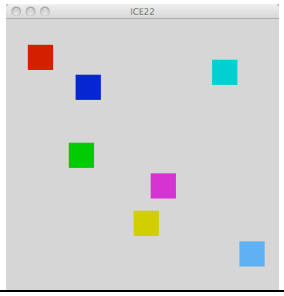
257 / 757
Programming in the Arts with Processing
In Class Exercise #22

Day: Tue 4.29.14
Due: In Class
Goal: Exam 3 Prep

Assignment:
Write code to match what you see on the screen.

Early in the animation: 	A bit later as the squares begin to overlap: 	Latest yet with more overlapping, some squares begin to disappear: 
Late in the animation near the end of the changing: 	Late in the animation when no further changes are visible: 	Later still but the user has clicked the mouse: 

Details:
- The animation shows seven growing squares that begin with a size of one pixel. Each frame grows the squares by one pixel. As they grow, they overlap forming different patterns depending on the location of the squares and the order in which they are drawn.
- Each square is the same size.
- The locations must be scattered over the entire window and they can be hardwired with magic numbers.
- Each square must be a different random color and the colors can be they hardwired with magic numbers.
- At some point in the animation, the growing will appear to stop. This is fine.
- When the user clicks the mouse, the size of the squares is reset to one and the growing begins anew. The squares are in the same place and the colors are unchanged.

Copyright © Jim Roberts
April 2014
Pittsburgh Pa, 15221
All Rights Reserved