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Programming in the Arts with Processing

In Class Exercise #3**Day: Tue 1.21.14****Due: in Class****Goal: First Animation****Course Web Site:**<http://www.andrew.cmu.edu/course/60-257/>**Reading:**

Posted on the calendar web page available from the link shown above.

Assignment:

1. Declare a variable of type float to store the diameter of a circle.
2. Add `setup()` and `draw()` functions.
3. Initialize the diameter variable to some reasonable value;
4. Set the fill color to some color of your choice.
5. Set the background color to some color of your choice.
6. Call the `ellipse()` function in `draw()` using the mouse location for the center coordinates of the ellipse.

Advice:After this is working, consider experimenting with the `random()` function for the value of the diameter of the circle. Look up `random` in the API.**Grading:**

Credit is pass/fail – all or nothing. Show this to one of us today before 1:20 today.

Sample: