Homework assignment 04

Complete the following program for this week’s homework. Please remember to use Processing in eclipse, not in the Processing IDE.

Programming assignments

Gifs are Great! (45 points)

Processing can be used to create nice little animations - perfect for gifs! Animating is just changing a property over time. For example, you could animate a ball dropping by increasing the y-coordinate every frame.

For this assignment, I’d like you to create an animation with the following parameters:

- Create an animation that has at least 2 animated properties (think about size, shape, rotation, color, position, etc)
- The animation should run for at least 3 seconds (or loop. Don’t just drop a ball out of the frame and have an empty screen for 3 seconds)
- Have the sketch be 500x500 for this project
- Once you’ve created your sketch, create a gif and include it in your file upload. This is part of the assignment! The program I use to make gifs is called LICEcap, though there are many others.

Array visualization in Processing! (55 points)

- Write a program using processing that creates a 5x5 two-dimensional array and populates it with random integers 0 or 1
- The program should display a 500x500 pixel window
- For each element of the arrays, draw a circle (ellipse) if the value of the element is 0, and a square (rect) if the value of the element is 1.
- the circles and squares should be spaced out evenly, as shown below
- When the user clicks the mouse, the program should repopulate the array again with random 0’s and 1’s. (this should be a method)
Some tips:

- remember that instance variables (like the matrix, for example) can be declared outside of all the methods but within the class. Then those variables can be accessed from each method.
- populating the array should be done in a method
- remember to clear the window on each draw loop by adding background(0) at the start of the draw() method
- Be aware of spacing in your shapes. To draw rectangles from a center point instead of a
corner, add this to the setup method:

rectMode(CENTER);