Arrays

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Arrays

Total number of points
int NumPoints = 5000;

The arrays that will hold the points and the colors. They have only been declared. They don’t yet have any memory given to them.

int [ ] X;
int [ ] Y;
int [ ] R;
int [ ] G;
int [ ] B;

Declaring Arrays

void setup()
{
    X = new int[NumPoints];
    Y = new int[NumPoints];
    R = new int[NumPoints];
    G = new int[NumPoints];
    B = new int[NumPoints];
    size(800, 800);
    for(int i = 0; i < NumPoints; i = i + 1)
    {
        X[i] = int(random(0, W));
        Y[i] = int(random(0, H));
        R[i] = int(random(0, 255));
        G[i] = int(random(0, 255));
        B[i] = int(random(0, 255));
    }
}

Allocating and Filling Arrays

Allocate the arrays to hold the random points and the random colors. At this point, memory has been given to them, but they don’t have any values assigned.

Each point is assigned a random location.

Each point is assigned a random color.
There is no significance to each point’s specific color – it is to look cool!

Using the Arrays in a for-loop

void draw()
{
    background(200, 200, 255);
    stroke(0, 0, 0);
    for(int i = 0; i < NumPoints; i = i + 1)
    {
        fill(R[i], G[i], B[i]);
        ellipse(X[i], Y[i], 8, 8);
    }
}

Draw each point with its color.

Note: Array indices start at 0 and end at the number of element minus one. So, an array dimensioned [10] indexes from 0 to 9.
For our next trick, during each frame we are going move each point halfway towards one of three target triangle vertices. A Cool Pattern will be made even Cooler

```
int NumPoints = 5000;
int TARGET_SIZE = 40;
int W = 800;
int H = 800;
int[] X;
int[] Y;
int[] R;
int[] G;
int[] B;
int[] XC = { 50,   W/2, W-50 };
int[] YC = { H-50, 50,  H-50 };
```

Total number of random points

Size of the target vertices

The arrays that will hold the points and the colors. They have only been declared. They don’t yet have any memory given to them.

The arrays that hold the three center points. Because of the way this was coded, these arrays do have memory given to them.

```
void setup() {
  X = new int[NumPoints];
  Y = new int[NumPoints];
  R = new int[NumPoints];
  G = new int[NumPoints];
  B = new int[NumPoints];
  size( W, H );
  for( int i = 0; i < NumPoints; i = i + 1 ) {
    X[i] = int(random( 0, W ));
    Y[i] = int(random( 0, H ));
    R[i] = int(random( 0, 255 ));
    G[i] = int(random( 0, 255 ));
    B[i] = int(random( 0, 255 ));
  }
  frameRate( 2 );
}
```

Setup the arrays to hold the random points and the random colors. At this point, memory has been given to them, but they don’t have any values assigned.

Each point is assigned a random location.

Each point is assigned a random color. There is no significance to each point’s specific color – it is to look cool!

Perform the animation at 2 frames per second so that we can actually see it. Otherwise, it will be too fast.
```cpp
void draw() {
  background(200, 200, 255);
  fill(255, 0, 0);
  ellipse(XC[0], YC[0], TARGET_SIZE, TARGET_SIZE);
  fill(0, 255, 0);
  ellipse(XC[1], YC[1], TARGET_SIZE, TARGET_SIZE);
  fill(0, 0, 255);
  ellipse(XC[2], YC[2], TARGET_SIZE, TARGET_SIZE);
  stroke(0, 0, 0);
  for (int i = 0; i < NumPoints; i = i + 1)
    fill(R[i], G[i], B[i]);
    ellipse(X[i], Y[i], 8, 8);
  for (int i = 0; i < NumPoints; i = i + 1)
    int randTarget = int(random(0.000, 2.999));
    X[i] = (X[i] + XC[randTarget]) / 2;
    Y[i] = (Y[i] + YC[randTarget]) / 2;
}
```

Draw the three targets.

Draw each point with its color.

Re-compute each point's position by randomly picking one of the targets (0, 1, or 2) and moving halfway towards it.

Using the Arrays in a for-loop

A Surprising Result

Mathematicians call shapes like this "attractors"