Reacting to the Mouse and Keyboard

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void draw( )
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );
    if( mousePressed )
    {
        Circle( mouseX, mouseY, 50, 20 );
    }
}

mousePressed is a built-in variable that is always telling you if a mouse button is currently pressed.

mouseX and mouseY are built-in variables that are always telling you where the mouse cursor is.

The mousePressed, mouseX, and mouseY Variables

The mousePressed, mouseX, and mouseY Variables
```java
void draw( )
{  
  if( keyPressed )
  {  
    switch( key )
    {  
      case 'r':
        fill( 255, 50, 50 );
        break;
      case 'g':
        fill( 50, 255, 50 );
        break;
      case 'b':
        fill( 50, 50, 255 );
        break;
    }
  }

  if( mousePressed )
  {
    Circle( mouseX, mouseY, 50, 20 );
  }
}

You can also define your own functions to handle the mouse and keyboard explicitly, but we don't need these yet

void mousePressed( )
{  
  if( Debug )
    println( "mouse button = "  +  mouseButton );
}

void mouseMoved( )
{  
  if( Debug )
    println( "mouse has been moved: "  +  mouseX +  " , "  +  mouseY );
}

void mouseDragged( )
{  
  if( Debug )
    println( "mouse has been dragged: "  +  mouseX +  " , "  +  mouseY );
}
```

The `keyPressed` and `key` Variables

`keyPressed` is a built-in variable that is always telling you if a keyboard key has been pressed.

`key` is a built-in variable that tells you what key has been hit.

The `switch/case` statements are Processing's way of checking many values without having a whole slew of if-statements.