Programming with Processing!

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Programming Through the Ages

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Oregon State University
Computer Graphics
Textiles

Jacquard Loom, circa 1804
Music
Music

Albany Carousel and Museum
Computer Punch Cards
Running Processing

Oregon State University
Mike Bailey
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Running *Processing*

In your favorite web browser, go to: [https://editor.p5js.org/](https://editor.p5js.org/)

Here’s what you will see:
Running Processing

Menu headers

Run your program

Stop this program

Program-writing/editing area

Processing message area

```javascript
function setup() {
    createCanvas(400, 400);
}

function draw() {
    background(220);
}
```
Introduction to Writing Processing Programs

With Processing, I have bad news, and I have good news.

The bad news is that you have to write a program. This will involve some learning.

The good news is that you get to write a program. You will end up being ever-so-more knowledgeable than you started out, and, once you get the hang of this, there is nothing you won’t be able to do with it!
Introduction to Writing Processing Programs

With *Processing*, I have bad news, and I have good news.

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Coordinate Systems for Processing Programs

(X=0, Y=0)  (X=width - 1, Y=0)

(X=100, Y=200)  ΔX=150  ΔY=50

(X=0, Y=height - 1)  (X=width - 1, Y=height - 1)
Colors for Processing Programs

Colors are formed with combinations of red, green, and blue.

The smallest number you can use is 0
The largest number you can use is 255

<table>
<thead>
<tr>
<th>Color</th>
<th>Red</th>
<th>Green</th>
<th>Blue</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>White</td>
<td>255</td>
<td>255</td>
<td>255</td>
</tr>
<tr>
<td>Red</td>
<td>255</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Orange</td>
<td>255</td>
<td>128</td>
<td>0</td>
</tr>
<tr>
<td>Yellow</td>
<td>255</td>
<td>255</td>
<td>0</td>
</tr>
<tr>
<td>Green</td>
<td>0</td>
<td>255</td>
<td>0</td>
</tr>
<tr>
<td>Cyan</td>
<td>0</td>
<td>255</td>
<td>255</td>
</tr>
<tr>
<td>Blue</td>
<td>0</td>
<td>0</td>
<td>255</td>
</tr>
<tr>
<td>Magenta</td>
<td>255</td>
<td>0</td>
<td>255</td>
</tr>
</tbody>
</table>
Colors for Processing Programs

This is referred to as “Additive Color”

Cyan = Green + Blue
Magenta = Red + Blue
Yellow = Red + Green
White = Red + Green + Blue
Writing a Processing Program – Try This!

You must add code to the `setup( )` function. Processing calls this *once* when your program starts.

You must add code to the `draw( )` function. Processing calls this every time it wants to re-draw the scene.
Running Your Processing Programs

Click here to run your program

```
function setup()
{
  createCanvas( 800, 600 );
  colorMode( RGB );
  background( 200, 200, 255 );
}

function draw()
{
  stroke( 0, 0, 0 );
  fill( 255, 50, 50 );
  rect( 100, 200, 150, 50 );
}
```
Enjoying the Output of Your Processing Program
## Other Functions to use when Writing Processing Programs

<table>
<thead>
<tr>
<th>Setup</th>
<th>background( r, g, b )</th>
<th>Set the background to r, g, b</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color</td>
<td>color( r, g, b )</td>
<td>Set the current color to ( r, g, b ) if in RGB space</td>
</tr>
<tr>
<td>Color</td>
<td>colorMode( mode )</td>
<td>Set the color specification mode to RGB or HSB</td>
</tr>
<tr>
<td>Setup</td>
<td>draw( )</td>
<td>The function that gets called over and over to draw your scene</td>
</tr>
<tr>
<td>Shapes</td>
<td>ellipse( cx, cy, w, h )</td>
<td>Draw an ellipse in CENTER mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>ellipse( cx, cy, x/2., y/2. )</td>
<td>Draw an ellipse in RADIUS mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>ellipse( ulx, uly, llx, lly )</td>
<td>Draw an ellipse in CORNERS mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>ellipse( ulx, uly, w, h )</td>
<td>Draw an ellipse in CORNER mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>ellipseMode( m )</td>
<td>CORNER, CORNERS, CENTER, RADIUS</td>
</tr>
<tr>
<td>Drawing</td>
<td>fill( c )</td>
<td>Fill using the color c</td>
</tr>
<tr>
<td>Variables</td>
<td>height</td>
<td>Screen height in pixels</td>
</tr>
<tr>
<td>Shapes</td>
<td>line( x0, y0, x1, y1 )</td>
<td>Draw a line</td>
</tr>
<tr>
<td>Setup</td>
<td>loop( )</td>
<td>Starts automatic calling of draw( )</td>
</tr>
<tr>
<td>Math</td>
<td>map( input, lowin, highin, lowout, highout )</td>
<td>Linearly map the input variable from the range [lowin,highin] to [lowout,highout]</td>
</tr>
<tr>
<td>Shapes</td>
<td>point( x, y )</td>
<td>Put a dot at (x,y)</td>
</tr>
<tr>
<td>Printing</td>
<td>println( s )</td>
<td>Print the string into the console, adding a return</td>
</tr>
<tr>
<td>Shapes</td>
<td>quad( x0, y0, x1, y1, x2, y2, x3, y3 )</td>
<td>Draw a quadrilateral</td>
</tr>
<tr>
<td>Randomness</td>
<td>random( low, high )</td>
<td>Return a random number between low and high</td>
</tr>
<tr>
<td>Shapes</td>
<td>rect( cx, cy, w, h )</td>
<td>Draw a rectangle in CENTER mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>rect( ulx, uly, llx, lly )</td>
<td>Draw a rectangle in CORNERS mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>rect( ulx, uly, w, h )</td>
<td>Draw a rectangle in CORNER mode</td>
</tr>
<tr>
<td>Shapes</td>
<td>rectMode( m )</td>
<td>CORNER, CORNERS, CENTER, RADIUS</td>
</tr>
<tr>
<td>Setup</td>
<td>setup( )</td>
<td>The function that gets called when your program starts</td>
</tr>
<tr>
<td>Printing</td>
<td>status( s )</td>
<td>Print a string into the status area</td>
</tr>
<tr>
<td>Drawing</td>
<td>stroke( c )</td>
<td>Outline using the color c</td>
</tr>
<tr>
<td>Drawing</td>
<td>strokeWeight( w )</td>
<td>Thickness of the outline</td>
</tr>
<tr>
<td>Shapes</td>
<td>triangle( x0, y0, x1, y1, x2, y2 )</td>
<td>Draw a triangle</td>
</tr>
<tr>
<td>Variables</td>
<td>width</td>
<td>Screen width in pixels</td>
</tr>
</tbody>
</table>
Variables and For-loops

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Variables_loops.pptx
Variables – using symbols instead of just numbers

Variables are the process of replacing concrete values with symbols in order to generalize a computation to work in more than one situation.

```c
void draw( )
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );
    int x = 100;
    int y = 200;
    rect( x, y, 150, 50 );
}
```

“int” stands for “integer”, a whole number with no decimal digits, e.g., 3

“float” designates a number that can have decimal digits, e.g., 3.14
Variables – using symbols instead of just numbers

We can use variables to capture *relationships*

```c
void draw(  )
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );
    int x = 100;
    int y = 2 * x;
    rect( x, y, 150, 50 );
}
```

Arithmetic operations in programming are:
+    Addition
-    Subtraction
*    Multiplication
/    Division
( )  Grouping
Drawing One Rectangle is Pretty Straightforward

```c
rect( 100, 200, 150, 50 );
```
But, This Gets Awfully Boring if You Want to Draw 100 Rectangles!

```
rect( 100, 200, 150, 50 );
rect( 110, 210, 150, 50 );
rect( 120, 220, 150, 50 );
```
For-loops to the Rescue!

Repeating a code pattern is a recurring theme in programming.

This line is called a “for-loop”. It is very handy for repeating patterns of code. It expresses those patterns as **relationships**.

The for-loop executes the commands in the curly braces a bunch of times. Its use looks like this:

For-loops to the Rescue!
For-loops to the Rescue!
More Sophisticated Relationships:
The \textit{map()} function

This function takes an input value, the range of values it lives between, and the range of output values. It returns the output value that corresponds to the input value.

So, for example, if we wanted to turn an x value into a red color, we might say:

\begin{verbatim}
int red = int( map( x, 0, width - 1, 0, 255 ) );
\end{verbatim}
More Sophisticated Relationships:

The `map()` function

```c
void draw( )
{
    stroke(0, 0, 0);
    fill(255, 50, 50);
    for( int x = 0; x < 400; x = x + 10 )
    {
        int y = x;
        int red  = int(map(x, 0, 399, 0, 255));
        int green = int(map(y, 0, 399, 0, 255));
        //println("x = " + x + " red = " + red);
        fill(red, green, 50);
        rect(x, y, 150, 50);
    }
}
```
More Sophisticated Relationships:

The `map()` function

```cpp
void draw( )
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );
    for( int x = 0 ; x < 400 ; x = x + 10 )
    {
        int y = x;
        int red = int( map( x, 0, 399, 0, 255 ) );
        int green = int( map( y, 0, 399, 0, 255 ) );
        green = 3 * green / 4;
        //println( "x = " + x + " red = " + red );
        fill( red, green, 50 );
        rect( x, y, 150, 50 );
    }
}
```
The *map()* function can also do blending

```cpp
void
draw( )
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );
    for( int x = 0 ; x < 400 ; x = x + 10 )
    {
        int y = x;
        int red = int( map( x, 0, 399, 0, 255 ) );
        int green = int( map( y, 0, 399, 255, 0 ) );
        //println( "x = " + x + " red = " + red );
        fill( red, green, 50 );
        rect( x, y, 150, 50 );
    }
}
```

Interpolate one forward and the other one backwards.

All-green morphs into all-red.
If-statements

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Your Code Often Wants to Test Something and Make a Decision Based On It

```c
if( condition )
{
    do this;
    do that;
}
```

These Operators Make up the Possible Conditions:

- `<` Is less than
- `<=` Is less than or equal to
- `>` Is greater than
- `>=` Is greater than or equal to
- `==` Is equal to
- `!=` Is not equal to
- `&&` And
- `||` Or
Example #1

```cpp
int x = 100;
fill( 0, 255, 0 );
for( int y = 0; y < 800; y = y + 100 )
{
    if( y >= 200 )
    {
        fill( 255, 0, 0 );
    }
    rect( x, y, 200, 100 );
}
```
Example #2

```c
fill( 0, 255, 0 );

for( int y = 0; y < 800; y = y + 100 )
{
    int x = y / 5;
    if( x < 100   &&   y >= 200   )
    {
        fill( 255, 0, 0 );
    }
    rect( x, y,   200, 100 );
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or the Opposite Condition

```c
if( condition )
{
    do this;
}
else
{
    do that;
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or on Other Conditions

```c
if( condition )
{
    do this;
}
else if( another_condition )
{
    do it;
}
else
{
    do that;
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or Lots of Alternatives

```cpp
if( key == 'r' )
{
    fill( 255, 50, 50 );
}
else if( key == 'g' )
{
    fill( 50, 255, 50 );
}
else if( key == 'b' )
{
    fill( 50, 50, 255 );
}
else
{
    fill( 100, 100, 100 );
}
```
Your Code Often Wants to Test Something and Make a Decision Based On It or Lots of Alternatives -- a Better Way

```cpp
switch( key )
{
    case 'r':
        fill( 255, 50, 50 );
        break;

    case 'g':
        fill( 50, 255, 50 );
        break;

    case 'b':
        fill( 50, 50, 255 );
        break;

    default:
        fill( 100, 100, 100 );
}
```
Some of Processing’s Variables Already Have the Condition Built-In

```java
function draw() {
    stroke(0, 0, 0);
    fill(255, 50, 50);
    if (mouseIsPressed)
    {
        rect(mouseX, mouseY, 50, 20);
    }
}
```

`mouseIsPressed` 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.
Reacting to the Mouse and Keyboard

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The `mouselsPressed`, `mouseX`, and `mouseY` Variables

```javascript
function draw() {
  stroke(0, 0, 0);
  fill(255, 50, 50);
  if (mouselsPressed) {
    ellipse(mouseX, mouseY, 50, 50);
  }
}
```

`mouselsPressed` 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 `mouselPress`, `mouseX`, and `mouseY` Variables
The *isKeyPressed* and *key* Variables

```java
function draw() {
    if (isKeyPressed) {
        switch (key) {
            case 'r':
                fill(255, 50, 50);
                break;
            case 'g':
                fill(50, 255, 50);
                break;
            case 'b':
                fill(50, 50, 255);
                break;
        }
    }
    if (mouseIsPressed) {
        ellipse(mouseX, mouseY, 50, 50);
    }
}
```

The *stroke()* and *fill()* calls have been moved to *setup()*.

*isKeyPressed* 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.
What if you want to read the Special Keys?

```java
... if( isKeyPressed )
{
    if( key == CODED )
    {
        switch( keyCode )
        {
            case UP:  // up-arrow
                ... break;
        }
    }
}
```

Values for `keyCode` can be:
- UP
- DOWN
- LEFT
- RIGHT
- ESC
- DELETE
- BACKSPACE
- TAB
- ENTER
- RETURN
Drawing Arbitrary Polygons

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Rectangles are Good, but Arbitrary Polygons are nice too

Easy – just list the coordinates:

```
beginShape( );
    vertex( x0, y0 );
    vertex( x1, y1 );
    vertex( x2, y2 );
    . . .
endShape( );
```
Rectangles are Good, but Arbitrary Polygons are nice too

```java
void draw( )
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );

    beginShape( );
    vertex( 100, 100 );
    vertex( 100, 400 );
    vertex( 200, 400 );
    vertex( 300, 300 );
    vertex( 400, 50 );

    endShape( );
}
```
Drawing Text
Setting the size and drawing the text

```java
void setup()
{
    size( 400, 400 );
    background( 50, 255, 50 );
    textSize( 18 );
}

void draw()
{
    fill( 0, 0, 0 );
    text( "ABC", 50, 50 );
    fill( 0, 0, 255 );
    text( "DEF", 50, 80 );
}
```
Transformations
It is Often Nice to Transform Entire Objects at Once

```cpp
void setup() {
    size(800, 800);
    stroke(0, 0, 0);
    fill(0, 255, 255);
}

void draw() {
    rect(0, 0, 100, 50);
}
```
Translation

```java
void draw()
{
    translate(100, 200);
    rect(0, 0, 100, 50);
}
```
Rotations and Scaling Happen Around the Origin
In math, science, and computer programming, angles are not given in degrees, they are given in radians.

1 radian = 0.01745 degrees
1 radian = \( \frac{\pi}{180} \) degrees

But, don’t worry about this.

Processing gives you a function, \( \text{radians}() \), to automatically convert degrees into radians.

Use it!
Scaling

```c
void draw()
{
    scale(5., 1.);
    rect(0, 0, 100, 50);
}
```
There is also a shearY transformation function.
Transformations Accumulate!

```plaintext
function draw( )
{
    rotate( radians( 10. ) );
    rotate( radians( 10. ) );
    . . .
}
```

is the same as:

```plaintext
function draw( )
{
    rotate( radians( 20. ) );
    . . .
}
```
Transformation Order Matters!

```c
void draw()
{
    2. translate(100, 200);
    1. rotate(radians(20.));
    rect(0, 0, 100, 50);
}
```

```c
void draw()
{
    2. rotate(radians(20.));
    1. translate(100, 200);
    rect(0, 0, 100, 50);
}
```
You Can Save and Un-do Transformations

```cpp
void draw()
{
    translate(200, 300);
    pushMatrix();
    shearX(radians(45.));
    rect(0, 0, 200, 100);
    popMatrix();
    fill(255, 0, 0);
    rotate(radians(-45.));
    rect(0, 0, 200, 100);
}
```
Transformations and for-loops

```cpp
void draw() {
    translate(200, 200);
    for (int degrees = 0; degrees <= 360; degrees = degrees + 36) {
        pushMatrix();
        rotate(radians(degrees));
        rect(0, 0, 100, 30);
        popMatrix();
    }
}
```
Transformations and for-loops

```cpp
void draw()
{
    translate( 200, 200 );
    for( int degrees = 0; degrees <= 360; degrees = degrees + 36 )
    {
        pushMatrix();
        rotate( radians( degrees ) );
        rect( 0, -15, 100, 30 );
        popMatrix();
    }
}
```
What’s the Difference?

```plaintext
void
draw()
{
    translate( 200, 200 );
    for( int degrees = 0; degrees <= 360; 
    { 
        pushMatrix();
        rotate( radians( degrees ) );
        rect( 0, 0, 100, 30 );
        popMatrix();
    }
}
```
Transformations and for-loops

```cpp
void draw() {
    translate(200, 200);
    for (int degrees = 0; degrees <= 360; degrees = degrees + 36 ) {
        pushMatrix();
        rotate( radians( degrees ) );
        rect(100, -15, 100, 30 );
        popMatrix();
    }
}
```
void
draw( )
{
    translate( 200, 200 );
    for( int degrees = 0; degrees <= 360; degrees = degrees + 10 )
    {
        pushMatrix( );
        // map color from cyan to green
        int blue = int( map( degrees, 0, 360, 255, 0 ) );
        fill( 0, 255, blue );

        // transform by rotating:
        rotate( radians( degrees ) );

        // change rectangle size:
        int xsize = int( map( degrees, 0, 360, 100, 10 ) );
        int ysize = int( map( degrees, 0, 360, 30, 5 ) );

        // draw rectangle away from the origin:
        rect( 100, -15, xsize, ysize );
        popMatrix( );
    }
}
And, there are even 3D Transformations

```
translate( x, y, z );
scale( x, y, z );
rotateX( radians );
rotateY( radians );
rotateZ( radians );
```

But, we will get to those later …
Images
Let’s Start with a Favorite Image of Yours

It can be in .jpg, .bmp, or .png format

Each pixel contains a red-green-blue, each in the range 0-255

The image has an aspect ratio, which is the ratio of the number of Y pixels : the number of X pixels (this image’s aspect ratio is 1:1)
Loading and Drawing an Image

```
PImage MyImage;

function setup( ) {
  createCanvas( 800, 800 );
  //MyImage = loadImage( "C:/MJB/Processing/ImageSketchBook/zelda.jpg" );
  MyImage = loadImage( "zelda.jpg" );
}

function draw( ) {
  image( MyImage, 0, 0, 800, 800 );
}
```

“PImage” is a variable type, just like int and float, but for images.

Declaring a variable up here, ahead of everything else, makes it so that it can be seen from anywhere in the program.

This loads the image from the file into the variable called MyImage

This draws the image from the variable called MyImage

How many pixels to use to draw the image

What X-Y to draw its upper-left corner at.
Loading and Drawing an Image

```java
void setup()
{
    size(800, 800);
    //MyImage = loadImage("C:/MJB/Processing/ImageSketchBook/zelda.jpg");
    MyImage = loadImage("zelda.jpg");
}

void draw()
{
    image(MyImage, 0, 0, 800, 800);
}
```
What Happens if You Use Less Pixels than the Window Has?

```cpp
void draw()
{
  image(MyImage, 50, 50, 400, 400);
}
```
What Happens if You Use a Different Aspect Ratio?

```c
void
draw()
{
    image( MyImage, 50, 50, 600, 300 );
}
```
void draw()
{
    for (int i = 0; i < 6; i++)
    {
        pushMatrix();
        translate(i*100, i*100);
        image(MyImage, 0, 0, 200, 200);
        popMatrix();
    }
}
Rotating an Image

```cpp
void draw() {
    for (int i = 0; i < 6; i++) {
        pushMatrix();
        translate(300, 300);
        rotate(radians(i*60));
        image(MyImage, 0, 0, 200, 200);
        popMatrix();
    }
}
```
Overwriting an Image

```java
MyImage = loadImage( "sudoku.jpg" );
println( MyImage.width + " x " + MyImage.height );

void draw()
{
    image( MyImage, 0, 0, 800, 800 );
    for( int x = 100; x < 200; x = x + 1 )
    {
        for( int y = 0; y < MyImage.height; y = y + 1 )
        {
            color diff = color( 255, 0, 0 );
            MyImage.set( x, y, diff );
        }
    }
}
```
void draw()
{
    image(MyImage, 0, 0, 800, 800);

    for(int x = 0; x < MyImage.width; x = x + 1)
    {
        for(int y = 0; y < x; y = y + 1)
        {
            color get = MyImage.get(x, y);
            MyImage.set(MyImage.width - x, y, get);
        }
    }
}
Drawing Circles and Other Regular Polygons

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circles.pptx
First, We Need to Understand Something about Angles

If a circle has a radius of 1.0, then we can march around it by simply changing the angle that we call $\theta$. 

$\theta$
First, We Need to Understand Something about Angles

One of the things we notice is that each angle $\theta$ has a unique $X$ and $Y$ that goes with it.

These are different for each $\theta$. 
First, We Need to Understand Something about Angles

Fortunately, centuries ago, people developed tables of those $X$ and $Y$ values as functions of $\theta$. They called the $X$ values cosines and the $Y$ values sines. These are abbreviated cos and sin.

$$\cos \theta = X$$
$$\sin \theta = Y$$
How People used to Lookup Sines and Cosines – Fortunately We Now Have Calculators and Computers
First, We Need to Understand Something about Angles

If we were to double the radius of the circle, all of the X’s and Y’s would also double.

So, really the cos and sin are *ratios* of X and Y to the circle Radius

\[
\cos \theta = \frac{X}{R}
\]

\[
\sin \theta = \frac{Y}{R}
\]
First, We Need to Understand Something about Angles

So, if we know the circle Radius, and we march through a bunch of $\theta$ angles, we can determine all of the X’s and Y’s that we need to draw a circle.

$$\cos \theta = \frac{X}{R} \quad X = R \times \cos \theta$$

$$\sin \theta = \frac{Y}{R} \quad Y = R \times \sin \theta$$
function Circle( int xc, int yc, int r, int numsegs )
{
    float dang = (2.*PI) / float( numsegs );
    float ang = 0.;
    beginShape( );
    for( int i = 0; i <= numsegs; i = i + 1 )
    {
        float x = xc + r * cos(ang);
        float y = yc + r * sin(ang);
        vertex( x, y );
        ang = ang + dang;
    }
    endShape( );
}

numsegs is the number of line segments making up the circumference of the circle.

numsegs=20 gives a nice circle.
5 gives a pentagon.
8 gives an octagon.
4 gives you a square. Etc.

Why 2.*PI?
float dang = (2.*PI) / float( numsegs );

We commonly measure angles in **degrees**, but science and computers like to measure them in something else called **radians**.

There are 360° in a complete circle.
There are $2\pi$ radians in a complete circle.

The built-in `cos()` and `sin()` functions expect angles given in radians.

Processing has built-in functions to convert between the two:

```plaintext
define rad = radians( deg );
define deg = degrees( rad );
```
void

draw()
{
    stroke( 0, 0, 0 );
    fill( 255, 50, 50 );
    Circle( 200, 200, 100, 20 );
    fill( 50, 255, 50 );
    Circle( 300, 300, 100, 5 );
    fill( 50, 50, 255 );
    Circle( 400, 400, 100, 8 );
}
If We Move the Mouse, We Could Get:
Or, even:
function Ellipse( int xc, int yc, int rx, int ry, int numsegs ) {
    float dang = (2.*PI) / float( numsegs );
    float ang = 0.;
    beginShape( );

    for( int i = 0; i <= numsegs; i = i + 1 ) {
        float x = xc + rx * \underline{\text{cos}}(ang);
        float y = yc + ry * \underline{\text{sin}}(ang);
        vertex( x, y );
        ang = ang + dang;
    }

    endShape( );
}

And, there is no reason the X and Y radii need to be the same...
There is actually no reason the X and Y radii need to be the same ...

```c
void draw(  )
{
    stroke( 0, 0, 0 );

    fill( 255, 50, 50 );
    Ellipse( 200, 200, 150, 75, 20 );

    fill( 50, 255, 50 );
    Ellipse( 300, 300, 150, 75, 5 );

    fill( 50, 50, 255 );
    Ellipse( 400, 400, 150, 75, 8 );
}
```
There is also no reason we can’t gradually change the radius …

```python
function Spiral( int xc, int yc, int r0, int r1, int numsegs, int numturns )
{
    float dang = numturns * (2.*PI) / float( numsegs );
    float ang = 0.;
    beginShape( );

    for( int i = 0; i <= numsegs; i = i + 1 )
    {
        float newrad = map( i, 0, numsegs, r0, r1 );
        float x = xc + newrad * cos(ang);
        float y = yc + newrad * sin(ang);
        vertex( x, y );
        ang = ang + dang;
    }

    endShape( );
}
```
There is also no reason we can’t gradually change the radius ...

```java
void draw() {
    stroke( 50, 50, 255 );
    strokeWeight( 5 );
    noFill();
    Spiral( 300, 300, 20, 200, 1000, 10 );
}
```
We Can Also Use This Same Idea to Arrange Things in a Circle

```c
function
draw( )
{
    stroke( 0, 0, 0 );
    int numobjects = 10;
    float radius = 200.;
    int xc = 300;
    int yc = 300;
    int numsegs = 20;
    int r = 50;
    float dang = (2.*Pi) / float( numobjects - 1 );
    float ang = 0.;
    for( int i = 0; i < numobjects; i = i + 1 )
    {
        float x = xc + radius * cos(ang);
        float y = yc + radius * sin(ang);
        int red   = int( map( i,   0, numobjects – 1,     0, 255 ) );
        int blue = int( map( i,   0, numobjects – 1, 255,     0 ) );
        fill( red, 0, blue );
        Circle( int(x), int(y), r, numsegs );
        ang = ang + dang;
    }
}
```
We Can Also Use This Same Idea to Arrange Things in a Circle

```cpp
void draw()
{
    stroke( 0, 0, 0 );
    int numobjects = 10;
    float radius = 200.;
    int xc = 300;
    int yc = 300;
    int numsegs = 20;
    int r = 50;
    float dang = (2.*PI) / float( numobjects - 1 );
    float ang = 0.;
    for( int i = 0; i < numobjects; i = i + 1 )
    {
        float x = xc + radius * cos(ang);
        float y = yc + radius * sin(ang);
        int red = int( map( i, 0, numobjects-1, 0, 255 ) );
        int blue = int( map( i, 0, numobjects-1, 255, 0 ) );
        fill( red, 0, blue );
        Circle( int(x), int(y), r, numsegs );
        ang = ang + dang;
    }
}```
Three Dimensions
The 3D Processing Functions You Will Care About

rotateX( radians );
rotateY( radians );
rotateZ( radians );

scale( sx, sy, sz );

translate( tx, ty, tz );

box( sizex, sizey, sizez );
sphereDetail( slices, stacks );
sphere( radius );

beginShape( );
vertex( x, y, z );
endShape( );
Sample 3D Program – the Global Variables at the top of the program

```java
int LastMouseX;
int LastMouseY;
int Udetail = 20;
int Vdetail = 20;
float Yangle = 0.;
float Xrot = 0., Yrot = 0.;

boolean FillSphere = false;
boolean StillPressed = false;
boolean Animate = false;
```
Sample 3D Program – the setup() Function

```plaintext
function setup() {
    createCanvas( 800, 800, P3D );
    background( 200, 200, 255 );
    stroke( 0, 0, 0 );
    fill( 255, 255, 0 );
}
```

This third argument to createCanvas( ) tells Processing to allow it to do 3D
Sample 3D Program – the draw( ) Function, part I

```plaintext
function draw() {
    background(200, 200, 255);
    if(isKeyPressed)
    {
        if(!StillPressed) // same as saying "if(StillPressed == false)"
        {
            switch(key)
            {
                case 'a':
                    Animate = !Animate;
                    break;
                case 'f':
                    FillSphere = !FillSphere;
                    break;
                case 'l':
                    Udetail = Udetail - 1;
                    Vdetail = Vdetail - 1;
                    break;
                case 'm':
                    Udetail = Udetail + 1;
                    Vdetail = Vdetail + 1;
                    break;
            }
        }
        StillPressed = true;
    } else
    {
        StillPressed = false;
    }
}
```
Sample 3D Program – the draw( ) Function, part II

```cpp
if( mouseIsPressed )
{
    int dx = mouseX - LastMouseX;
    int dy = mouseY - LastMouseY;
    Xrot = Xrot + dy;
    Yrot = Yrot + dx;
}
LastMouseX = mouseX;
LastMouseY = mouseY;

translate( width/2, height/2 );
rotateY( radians(Yrot) );
rotateX( radians(Xrot) );

fill( 255, 30, 30 );
pushMatrix( );
    rotateX( radians(Yangle) );
    translate( 0, 300, 0 );
    box(20, 20, 20);
popMatrix( );

if( FillSphere )
    fill( 255, 255, 0 );
else
    noFill( );

pushMatrix( );
    rotateY( radians(Yangle) );
    sphereDetail( Udetail, Vdetail );
    sphere( 200. );
if( Animate )
    Yangle = Yangle + 1.;
popMatrix( );
}```
Start With Something We’ve Seen Before

```cpp
void
setup() {
    size(800, 600);
    colorMode(RGB);
    background(200, 200, 255);
    stroke(0, 0, 255);
    strokeWeight(4.);
    fill(255, 50, 50);
    noFill();
}

void
draw() {
    beginShape();
    vertex(100, 100);
    vertex(100, 400);
    vertex(200, 400);
    vertex(300, 300);
    vertex(400, 50);
    endShape();
}
```
Pure Randomness is Pretty Jarring

```cpp
void draw()
{
    background(200, 200, 255);
    beginShape();
    for(int x = 0; x < width; x = x + 5)
    {
        int y = int(random(0, height));
        vertex(x, y);
    }
    endShape();
}
```
A Better Approach – Add a Random Number to the Current Value

```c
void draw( )
{
    background( 200, 200, 255 );
    int y = height / 2;
    beginShape( );
    for( int x = 0; x < width; x = x + 5 )
    {
        int dy = int( random( -height/10, height/10 ) );
        y = y + dy;
        vertex( x, y );
    }
    endShape( );
}
```

![Randomness Sketchbook](image)
Computer Graphics Noise

- The built-in `noise()` function is a smoothly-changing sequence of values.
- It returns values from 0. to 1.
- It is centered around 0.5, i.e., the midline.
- It can be spread out (made smoother) by making the argument smaller.
- It can be compressed (made more jagged) by making the argument larger.
- It is **Coherent** in that the noise value at one point is close to the noise value at the next point.
- Setting `noiseSeed()` makes it **Repeatable** in that the same input always gives the same output.
A Noise Octave is another noise wave with lower amplitude (height) and higher frequency (jagginess). We add octaves together to get a combination of smoothness and jagginess.
float NoiseFactor = 200.; // larger to make the noise gentler
int NoiseSeed = 22019; // start the random number sequence
int MinOctaves = 1;
int MaxOctaves = 8;

function
setup(  )
{
  createCanvas( 800, 600 );
  colorMode( RGB );
  noFill( );
  noiseSeed( NoiseSeed );
}
function
draw( )
{
  background( 200, 200, 255 );
  stroke( 128, 0, 0 );
  strokeWeight( 1. );
  beginShape( );
    vertex( 0, height/2 );
    vertex( width, height/2 );
  endShape( );

  for( int octaves = MinOctaves; octaves <= MaxOctaves; octaves = octaves*2 )
  {
    noiseDetail( octaves );
    int green = int( map( octaves, MinOctaves, MaxOctaves, 0, 255 ) );
    stroke( 255, green, 0 );
    beginShape( );
    for( int x = 0; x < width; x = x + 5 )
    {
      int y = ( height / 2 ) + int( ( height ) * ( noise( x / NoiseFactor ) - 0.5 ) );
      vertex( x, y );
    }
    endShape( );
  }
}
Noise Octaves Add More Detail

\[ \text{int } y = \left( \frac{\text{height}}{2} \right) + \text{int} \left( \text{height} \times (\text{noise}(x / \text{NoiseFactor}) - 0.5) \right); \]

- Gives us 0. to 1.
- Gives us -0.5 to +0.5
- Gives us -height/2. to +height/2.
- Gives us 0. to height

![Diagram showing noise octaves with 1, 2, 4, and 8 octaves.](image)
Using Noise to Affect Size

float NoiseFactor = 200.;   // larger to make the noise gentler
int NoiseSeed = 22019;    // start the random number sequence

function setup( )
{
    createCanvas( 800, 800 );
    colorMode( RGB );
    background( 200, 200, 255 );
    fill( 255, 255, 0 );
    stroke( 0, 0, 0 );
    noiseSeed( NoiseSeed );
    noiseDetail( 4 );
}

In draw( ):

if ( mouseIsPressed )
{
    float nx = noise( mouseX/NoiseFactor );
    float ny = noise( mouseY/NoiseFactor );
    ellipse( mouseX, mouseY, 200*nx, 200*ny );
}
Using Noise to Affect Color

float NoiseFactor = 200.;  // larger to make the noise gentler
int NoiseSeed = 22019;    // start the random number sequence

function setup( )
{
    createCanvas( 800, 800 );
    colorMode( RGB );
    background( 200, 200, 255 );
    fill( 255, 255, 0 );
    stroke( 0, 0, 0 );
    noiseSeed( NoiseSeed );
    noiseDetail( 4 );
}

In draw( ):

    if ( mouseIsPressed )
    {
        float nx = noise( mouseX/NoiseFactor );
        float ny = noise( mouseY/NoiseFactor );
        int red = int( nx*255. );
        int green = int( ny*255. );
        fill( red, green, 0. );
        ellipse( mouseX, mouseY, 100, 100 );
    }
Using 2D Noise to Affect Color

float NoiseFactor = 200.; // larger to make the noise gentler

function setup( )
{
    createCanvas( 600, 600 );
    colorMode( RGB );
    background( 200, 200, 255 );
    fill( 255, 255, 0 );
    stroke( 0, 0, 0 );
    noiseDetail( 4 );
}
Using 2D Noise to Affect Color

// takes about 40 seconds to do 600x600 = approx 9,000 points/sec

function draw()
{
    for( int x = 0; x < width; x++ )
    {
        for( int y = 0; y < height; y++ )
        {
            noiseSeed( 0 );
            int red = int( 255.*noise( x/NoiseFactor, y/NoiseFactor ) );
            noiseSeed( 1000 );
            int green = int( 255.*noise( x/NoiseFactor, y/NoiseFactor ) );
            noiseSeed( 2000 );
            int blue = int( 255.*noise( x/NoiseFactor, y/NoiseFactor ) );
            stroke( red, green, blue );
            point( x, y );
        }
    }
}

//noLoop( );
//saveFrame( "ColorClouds.png" );

Here are some fun things to try (make the window size smaller first!):
• What happens if you make NoiseFactor larger? Smaller?
• What happens if you only stroke with (red, green, 0.)?
• What if you only use red and blue? Green and blue?
De-bouncing Keyboard Keys

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```java
boolean StillPressed = false;

function draw()
{
    background(200, 200, 255);
    if (isKeyPressed)
    {
        if (!StillPressed) // same as saying "if (StillPressed == false)"
        {
            switch(key)
            {
            case 'a':
                Animate = !Animate;
                break;

            case 'f':
                FillSphere = !FillSphere;
                break;
            }
            StillPressed = true;
        }
        else
        {
            StillPressed = false;
        }
    }
    else
    {
        StillPressed = false;
    }
}
```

"Booleans" are variables that can be either “true” or “false”

The exclamation point means “not”. It changes a true into a false, and a false into a true.

If the key is not still pressed from before, go ahead and process the decisions in the switch statement

If the key is still pressed from before, skip around the switch statement

If the key is not pressed any more, set StillPressed to false
Polar Equations
Remember This?
There is also no reason we can’t gradually change the radius …

```cpp
function Spiral( int xc, int yc, int r0, int r1, int numsegs, int numturns )
{
  float dang = numturns * (2.*PI) / float( numsegs );
  float ang = 0.;
  beginShape( );

  for( int i = 0; i <= numsegs; i = i + 1 )
  {
    float newrad = map( i, 0, numsegs, r0, r1 );
    float x = xc + newrad * cos(ang);
    float y = yc + newrad * sin(ang);
    vertex( x, y );
    ang = ang + dang;
  }

  endShape( );
}
```
Remember This?
There is also no reason we can’t gradually change the radius …

```c
void draw( )
{
    stroke( 50, 50, 255 );
    strokeWeight( 5 );
    noFill( );
    Spiral( 300, 300, 20, 200, 1000, 10 );
}
```

But, what if we change the radius as a function of the angle we are at right now?
Setting the radius as a function of the angle

```c
function
Polar( int xc, int yc, int factor, int numsegs, int numturns )
{
    float dang = numturns * (2.*PI) / float( numsegs );
    float ang = 0.;
    beginShape( );

    for( int i = 0; i <= numsegs; i = i + 1 )
    {
        float newrad = 200. * sin(factor*ang);
        float x = xc + newrad * cos(ang);
        float y = yc + newrad * sin(ang);
        vertex( x, y );
        ang = ang + dang;
    }

    endShape( );
}
```
It's a lot of fun to experiment with different values for the \textit{factor} variable!

```java
void draw()
{
    stroke(50, 50, 255);
    strokeWeight(5);
    noFill();
    Polar(300, 300, 4, 1000, 8);
}
```
Some Other Polar Patterns

\[ r = \sin \theta + \sin^3 \left( \frac{5\theta}{2} \right) \]

\[ r = \sin \left( \frac{8\theta}{5} \right) \]

Some Other Polar Patterns

Limaçons (French for “snails”):

\[ r = 1 + c \cdot \sin \theta \]

\[-2 \leq c \leq 2.5\]

\[ c = 1 \text{ is a “cardiod”} \]

Can We Imitate a Spirograph™?

Looks like an Oreo, but it’s not. 😊
float BigR = 200.;
float SmallR = 150.;
float D = 120.;

function setup( )
{
    createCanvas( 800, 800 );
    stroke( 0, 0, 0 );
    strokeWeight( 2 );
    noFill( );
}
function draw() {
    background(200, 200, 255);
    translate(400, 400);

    beginShape();
    for (int t = 0; t <= 10*360; t = t + 2)
    {
        float bigTheta = radians(t);
        float smallTheta = - (BigR / SmallR) * bigTheta;
        float x = (BigR - SmallR) * cos(bigTheta) + D * cos(smallTheta);
        float y = (BigR - SmallR) * sin(bigTheta) + D * sin(smallTheta);
        vertex(x, y);
    }
    endShape();
}
Spirograph™
Arrays

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Arrays Can Hold and Use Multiple Numbers with the Same Name, and, they let You Write a for-loop to Use Them!

```java
int X [ ] = { 100, 200, 300, 400, 500, 600, 700 };
int Y [ ] = { 100, 100, 100, 200, 200, 200, 300 };

function setup( )
{
    createCanvas( 800, 800 );
    background( 200, 200, 255 );
    stroke( 0, 0, 0 );
    fill( 255, 255, 0 );
}

function draw( )
{
    for( int i = 0; i < X.length; i = i + 1 )
    {
        ellipse( X[ i ], Y[ i ], 100, 50 );
    }
}
```

Processing will tell you the length of an array
int NumPoints = 5000;

int W = 800;
int H = 800;

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

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.

Total number of points
function setup( )
{
    X = new int [NumPoints];
    Y = new int [NumPoints];
    R = new int [NumPoints];
    G = new int [NumPoints];
    B = new int [NumPoints];

    createCanvas( 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 ) );
    }
}

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!

Note: Array indices start at 0 and end at the number of elements minus one
So, an array dimensioned [10] indexes from 0 to 9
function 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);
    }
}
A Cool Pattern
A Cool Pattern will be made even Cooler

For our next trick, during each frame we are going move each point halfway towards one of three target triangle vertices. Which target to use is chosen at random.
int NumPoints = 5000;

Total number of random points

int TARGET_SIZE = 40;

Size of the target vertices

int W = 800;
int H = 800;

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

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 [ ] XC = { 50, W/2, W-50 };
int [ ] YC = { H-50, 50, H-50 };

The arrays that hold the three center points. Because of the way this was coded, these arrays do have memory given to them.
function setup( )
{
    X = new int [NumPoints];
    Y = new int [NumPoints];
    R = new int [NumPoints];
    G = new int [NumPoints];
    B = new int [NumPoints];

    createCanvas( 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 );
}

Allocating and Filling Arrays

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.
function 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;
    }
}
A Surprising Result

Mathematicians call shapes like this “attractors”
Data: Reading, Analyzing, Plotting

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function setup( )
{
    createCanvas( 800, 800 );
    noFill( );

    String [ ] lines = loadStrings( "data.txt" );
    if( lines == null )
    {
        println( "Cannot open data.txt" );
        exit( );
    }

    int numPoints = int( lines[0] );
    println( "numPoints = " + numPoints );
}

Everything is done in setup( ) because it only needs to happen once
Reading from a File, II

Everything is done in setup( ) because it only needs to happen once

```java
float [ ] x = new float [ numPoints ];
float [ ] y = new float [ numPoints ];
for( int i = 0; i < numPoints; i = i + 1 )
{
    y[ i ] = int( lines[i+1] );
    println( "y[" + i + "] = " + y[ i ] );
}
```
Reading from a File, III

Everything is done in setup() because it only needs to happen once

```c
float sum = 0.;
for( int i = 0; i < numPoints; i = i + 1 )
{
    sum = sum + y[i];
}
float average = sum / float(numPoints);
println( "average = " + average );

sum = 0.;
for( int i = 0; i < numPoints; i = i + 1 )
{
    float diff = y[i] - average;
    sum = sum + ( diff * diff );
}
float stdev = sqrt( sum / float(numPoints - 1) );
println( "stdev = " + stdev );
```
Everything is done in setup( ) because it only needs to happen once

```cpp
float ymin = y[0];
float ymax = y[0];
for (int i = 1; i < numPoints; i = i + 1)
{
    if (y[i] < ymin)
        ymin = y[i];
    if (y[i] > ymax)
        ymax = y[i];
}

float xscale = float(width) / float(numPoints - 1);
float yscale = float(height) / (ymax - ymin);

background(200, 255, 200);
stroke(0, 0, 255);
strokeWeight(3);

beginShape();
for (int i = 0; i < numPoints; i = i + 1)
{
    vertex(xscale * float(i), height - yscale * (y[i] - ymin));
}
endShape();
```

Find the minimum and maximum values so we know how to scale the vertical part of the graph.
The Data File:

12  Number of Points
47.
51.
56.
61.
67.
73.
82.
83.
77.
65.
53.
46.

Average monthly temperatures in Corvallis

Challenge question:
How could you draw little circles at each data point?
Processing!

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