

## Reading from a File, I Everything is done in setup() because it only needs to happen once void setup() { size(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); Oregon State University Computer Graphics

## Reading from a File, II

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

```
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 ] );
}
```



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## Reading from a File, III

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

```
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 );
```



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```
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                                     Reading from a File, IV
                    Everything is done in setup() because it only needs to happen once
                 float ymin = y[0];
                 float ymax = y[0];
                 for(int i = 1; i < numPoints; i = i + 1)
                                                                        Find the minimum and maximum
                                                                        values so we know how to scale
                  if( y[ i ] < ymin )
                                                                        the vertical part of the graph
                   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();
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                                                                                               mjb - February 21, 2019
```

