



COMP 125: Basics of Computer Organization

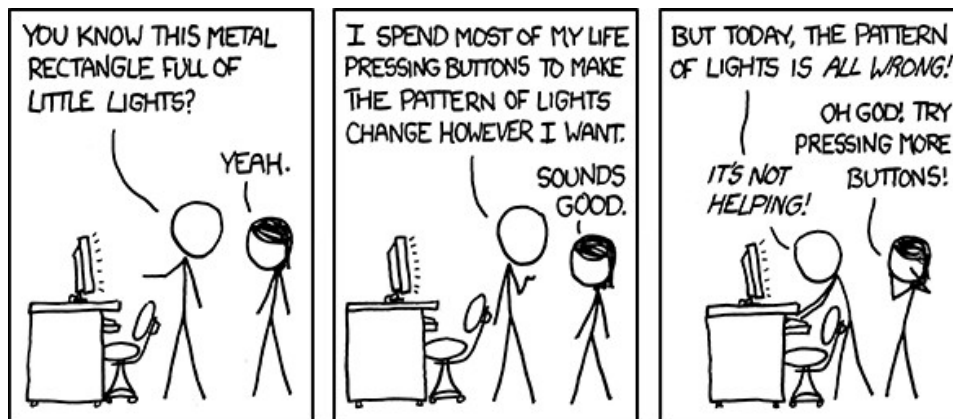
Week 03, Lab 02



Reminders

- Canvas
 - Numbering?
- Setup and Draw are *functions*
 - { } denote parts of the code inside that *function*
- Text:
 - text("string", x, y)
 - textSize(100);
 - fill("blue");
- Problems?
 - Check for brackets { }
 - Read the error message
 - Keep trying! It's normal!

```
1 ▼ function setup() {  
2     createCanvas(400, 400);  
3 }  
4  
5 ▼ function draw() {  
6     background(220);  
7 }
```



Variables

- Store something for later use
- Why?
 - Re-use
 - Easier to change
 - Easier to make things interact
 - Difference between word editor and carving using a stylus in clay
- What?
 - Numbers
 - Strings (letters)
- We will do more (much more!) with these later, but for now, let's try...

Variables

1. Open the P5 editor
 - a. <https://editor.p5js.org/>
2. Make a new sketch
3. “var”
 - a. Tells the code to store something
4. Add text that says “Hello, world!” --- but store the text as a variable
5. Try storing the background color
6. Try storing (and showing as text) a number
7. Try first doing some math with that number (ex, add one)

Functions

- Separate our code into parts
- Why?
 - Re-use
 - Easier to change
 - Easier to make things interact
 - Difference between word editor and carving using a stylus in clay

Submit:

1. Variables:
 - a. Store “hello, world!”
 - b. Show the “hello, world!” variable
2. Functions:
 - a. Make a function
 - b. Store a number
 - c. Do some math on that number
 - d. Show the number as text (elsewhere on the screen)
3. Make sure the function gets called!