CSE 120, Section 8

Important Dates
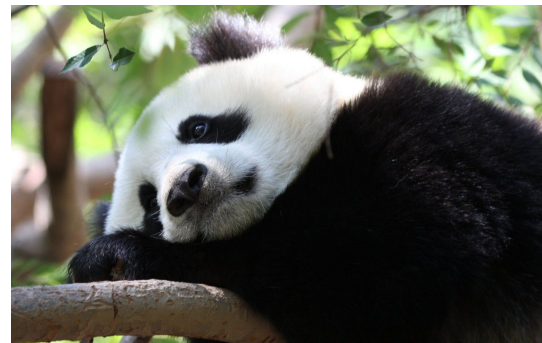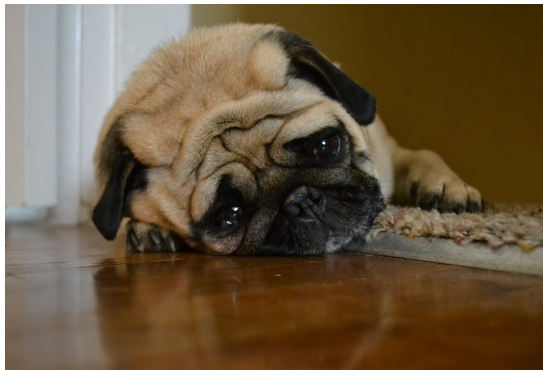
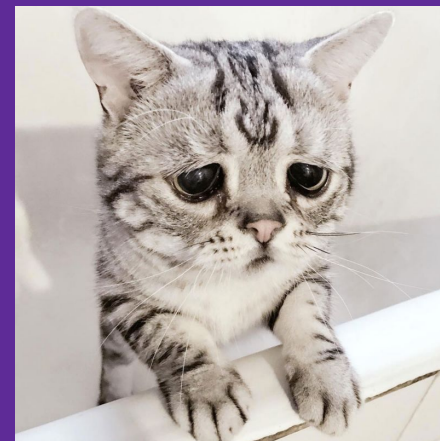| Date and Time	Type	Assignment
Friday, 1/31 in Class	Quiz	Quiz 2
Friday, 1/31 before 11:59pm	Homework *on Canvas*	Jumping Monster
Tuesday, 2/4 before 11:59pm	Homework *on Canvas*	Creativity Project Planning
Wednesday, 2/5 before 11:59pm	Homework *on Canvas*	Portfolio Update 1

Creativity Project

- Next week is the Creativity Project
  - In pairs, you will be asked to brainstorm TWO Processing projects of your choice
  - You will implement and submit ONE of your two projects
  - The point is to use the tools available to you to make something fun and creative!
  - Planning document due Tuesday (2/4)
  - Actual programs due next Friday (2/7)

Quiz 2

- Topics
  - Variables & Data Types
  - Functions
  - Expressions & Control Flow
- Code Snippets
- Questions?

No reading presentations this week!!

Output

1. Drawing
    a. What we've been doing so far!
2. Printing
    a. Using **print**() and **println**()
    b. Useful for "debugging"
3. Text
    a. **text**(**"your text"**, **x**, **y**)

Keyboard Input

- **key** and **keyCode**
    - System variables
    - key is a char variable with the most recent key or CODED if it's non-ASCII
    - keyCode is for non-ASCII keys like LEFT, RIGHT, ALT, SHIFT, etc.
- **keyPressed**() and **keyTyped**()
    - Function you can define the body of
    - Runs once every time a key is pressed (keyTyped ignored non-ASCII keys)

Mouse Input

- **mouseX, pmouseX, mouseButton**
    - System variables
    - mouseX and pmouseX are int variables that have the current or previous frame's x coordinate of the mouse
    - mouseButton has the most recently clicked mouse button like LEFT, RIGHT, or CENTER
- **mousePressed**(), **mouseReleased**()
    - Function you can define the body of
    - Runs once every time a mouse button is pressed or released

Worksheet time!

Work time!

- Homework
  - **Jumping Monster (due tomorrow)**
  - Creativity Planning
- Quiz (tomorrow)
- Portfolio Update