Section 8: Input and Output

Exercise Solutions:

1) Complete the following code to print a red "`Hello, world!`" onto a white drawing canvas. Feel free to play around with the numbers in Processing, but the text should take up almost all of the canvas.

```
size(500,100);

background(255);    // white background

fill(255,0,0);      // red text

textSize(80);       // exact number is up to you

text("Hello, world!", 0 , 80); // exact position up to you
```

2) Write Processing code below that draws the last-typed key onto the middle of the drawing canvas. Make sure that the previous text is erased once a new key is pressed.

```
void draw() {}  // empty draw() needs to be part of program

void keyPressed() {
   background(255);    // draws over previous frames
   textSize(40);
   text(key,50,50);    // roughly the center of the canvas
}
```

4) Write a `mousePressed()` function in Processing that prints the difference in positions *between mouse clicks*. For example, if I clicked on (0,0) and then (30,50), it should print something along the lines of "`difference in X = 30`" and "`difference in Y = 50`" to the Console.

```
int previousMouseX = 0
int previousMouseY = 0

void mousePressed() {
   print("difference in X = ");
   println(mouseX - previousMouseX);
   print("difference in Y = ");
   println(mouseY - previousMouseY);
   previousMouseX = mouseX;
   previousMouseY = mouseY;
}
```