Section 12: Images

Exercise Solutions:

1) Write out a short Processing program below that loads an image called `pic.png` from the project folder and completely covers a drawing canvas of size 300×500.

```
PImage myImg;

void setup() {

    size(300,500);

    myImg = loadImage("pic.png");

}

void draw() {

    image(myImg,0,0,300,500);

}
```

2) Describe what does the following code does. At what point will this program run into an error?

```
void setup() {
    size(200,100);
}
void draw() {
    loadPixels();
    pixels[frameCount] = color(0,255,0);
    updatePixels();
}
```

Every frame, it will turn one pixel of the drawing canvas green, starting in the upper-left corner and moving right first and then down.

It will run into an error when it reaches the end of the `pixels[]` array. The length of `pixels[]` is determined by the canvas size and in this program there are 200*100 = 20,000 pixels, so we will hit an error on frame 20,000.