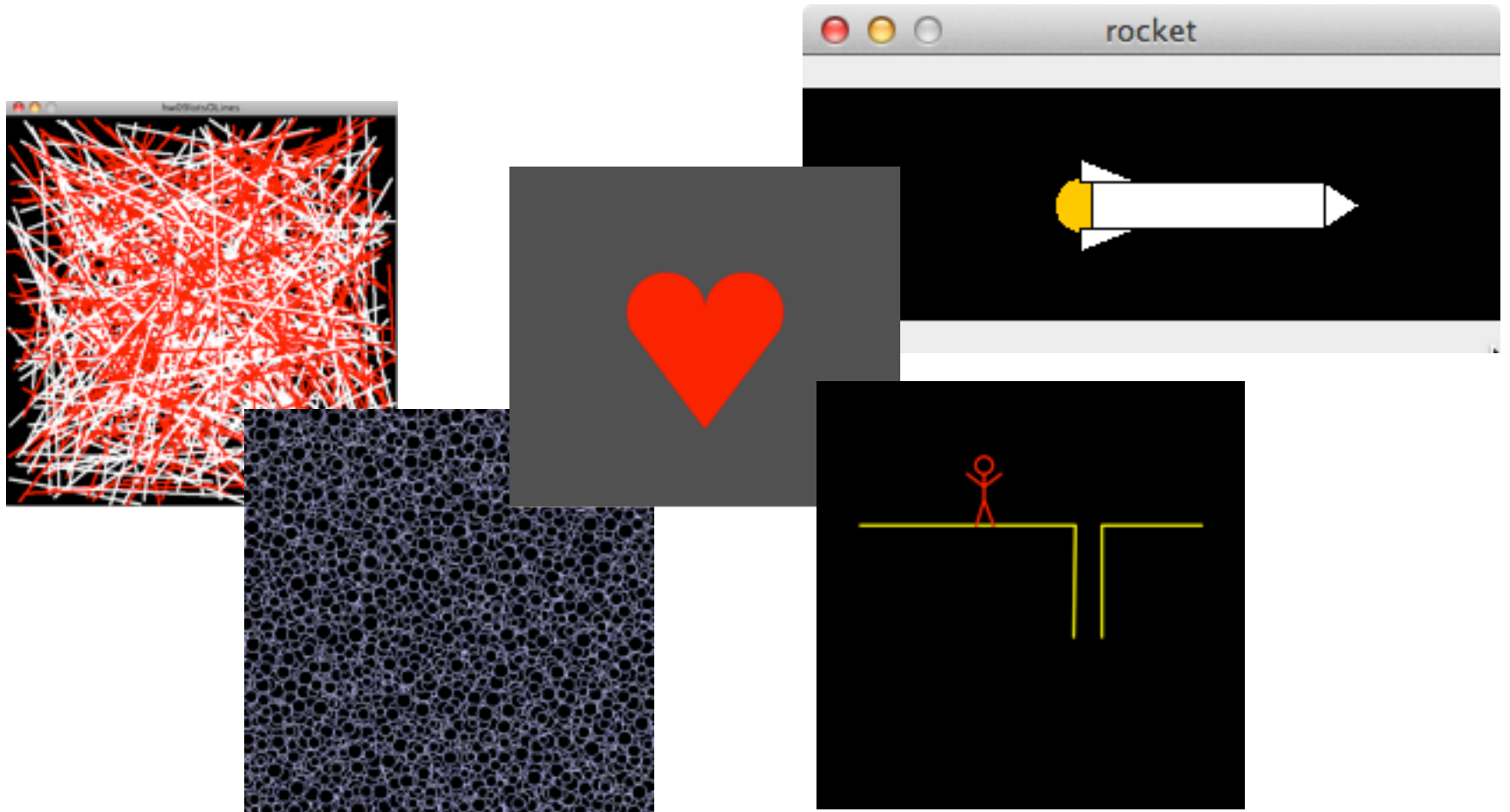


Creativity Week ...



Announcements

- It's creativity week ... pull out all stops!
- Working together ...

More details and explanation ...

The Mouse, Keys & Text

Lawrence Snyder
University of Washington, Seattle

Plan for Today

- An important part of computing is the input to the program and the output it produces
- We consider three types of I/O
 - Mouse Input
 - Key Input
 - Text Input

The Story of a Mouse

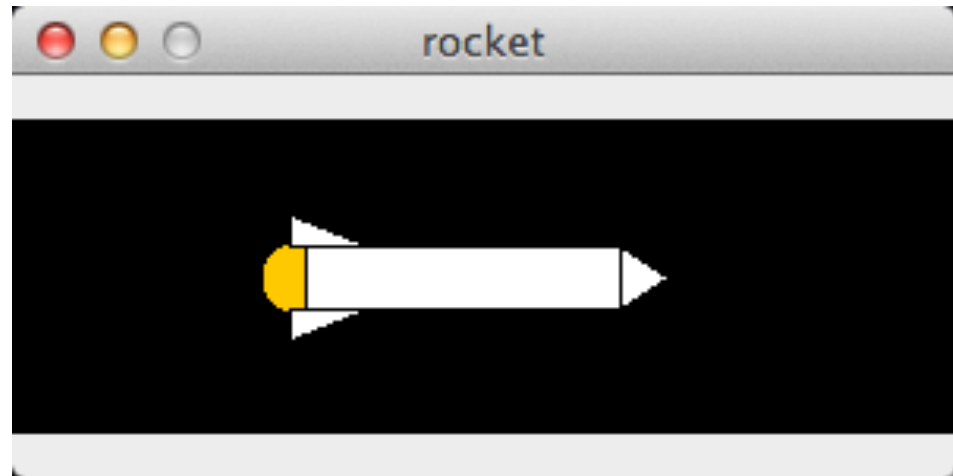
- So that it is all out there, here's the situation on the mouse (you've seen most of this):
- `mouseX` and `mouseY` give the coordinates of the mouse on the canvas ... recall:
`rect(mouseX, mouseY, 20, 20);`
- `void mousePressed () {`
 `dir = 0 - dir;`
}
- There's also `mouseReleased` that "fires" when the mouse is released after being pressed



Stop Animation Action

- Control “looping” with the mouse

```
int x=0;
void setup( ) {
  size(300, 100);
  background(0);
}
void draw( ) {
  background(0);
  smoke( );
  fill(255);
  rect(40+x, 40, 100, 20);
  triangle(140+x, 40, 155+x, 50, 140+x, 60);
  triangle(35+x, 40, 35+x, 30, 60+x, 40);
  triangle(35+x, 60, 35+x, 70, 60+x, 60);
  x = x+1;
}
void smoke( ) {
  float d;
  fill(255, 200, 0);
  ellipse((x+40)-(x%10), 50, max(10, x%30), max(15, x%30));
}
```



Just
Do It

Stop Animation Action

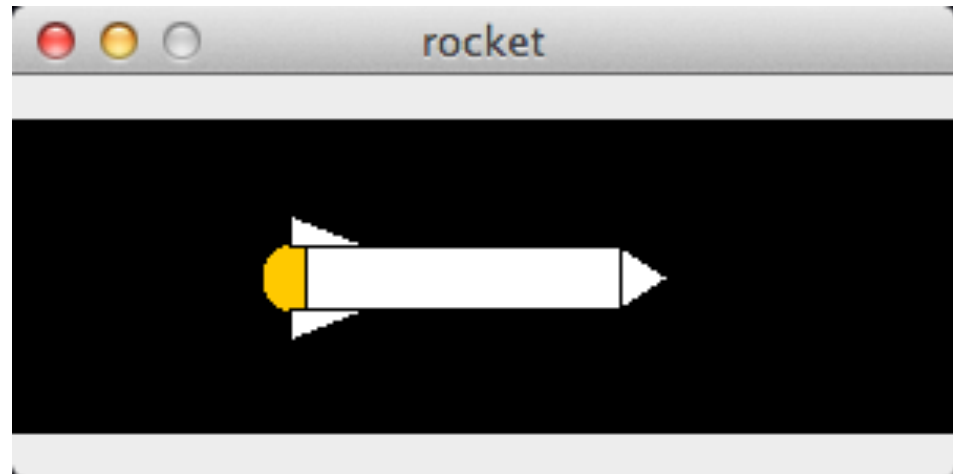
- Control “looping” with the mouse

```
int x=0;
void setup( ) {
  size(300, 100);
  background(0);
  noLoop();
}
...
void smoke( ) {
  float d;
  fill(255, 200, 0);
  ellipse((x+40)-(x%10), 50, max(10, x%30), max(15, x%30));
}
void mousePressed( ) {
  loop( );
}
void mouseReleased( ) {
  noLoop( );
}
```

Looping off

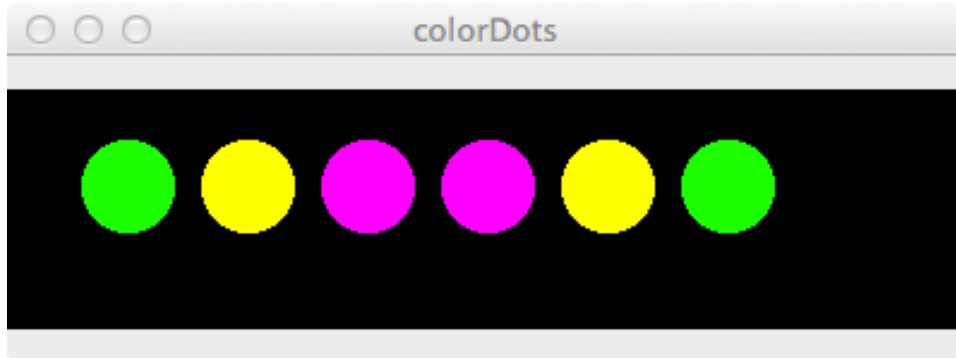
Turn looping on

Turn looping off



Keyboard Keys ... Similar to Mouse

- Pressing a key is like pressing mouse button ...



Result of typing g y m m y g

Just
Do It

```
int pos = 0;

void setup( ) {
  size(400, 100);
  background(0);
  fill(0);
}

void draw( ) {
  ellipse(pos, 40, 40, 40);
}

void keyPressed( ) {
  if (key == 'g') {
    fill(0, 255, 0);
  }
  if (key == 'y') {
    fill(255, 255, 0);
  }
  if (key == 'm') {
    fill(255, 0, 255);
  }
  pos = pos + 50;
}
```


Datatype Information

- The `key` keyword has the value of the key just pressed; it has the datatype of a character, that is, `char`
- Notice that characters are enclosed in single quotes:

```
void keyPressed( ) {  
    if (key == 'g') {  
        fill(0, 255, 0);  
    }  
    if (key == 'y') {  
        fill(255, 255, 0);  
    }  
    if (key == 'm') {  
        fill(255, 0, 255);  
    }  
    pos = pos + 50;  
}
```

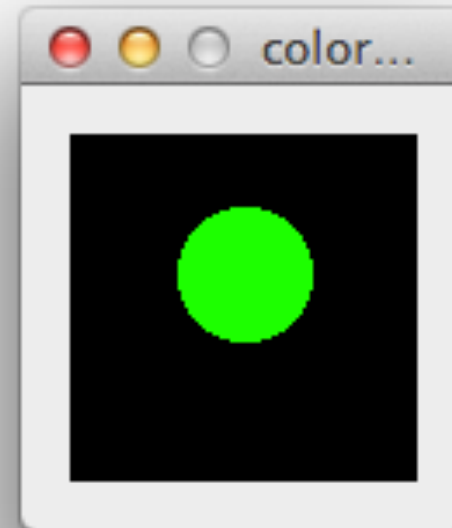
So, What Does This Code Do?

```
char last = ' ';

void setup( ) {
  size(100, 100);
  background(0);
  fill(0);
}

void draw( ) {
  ellipse(50, 40, 40, 40);
}

void keyPressed( ) {
  if (key == last) {
    fill(0, 255, 0);
  } else {
    fill(255, 0, 0);
  }
  last = key;
}
```

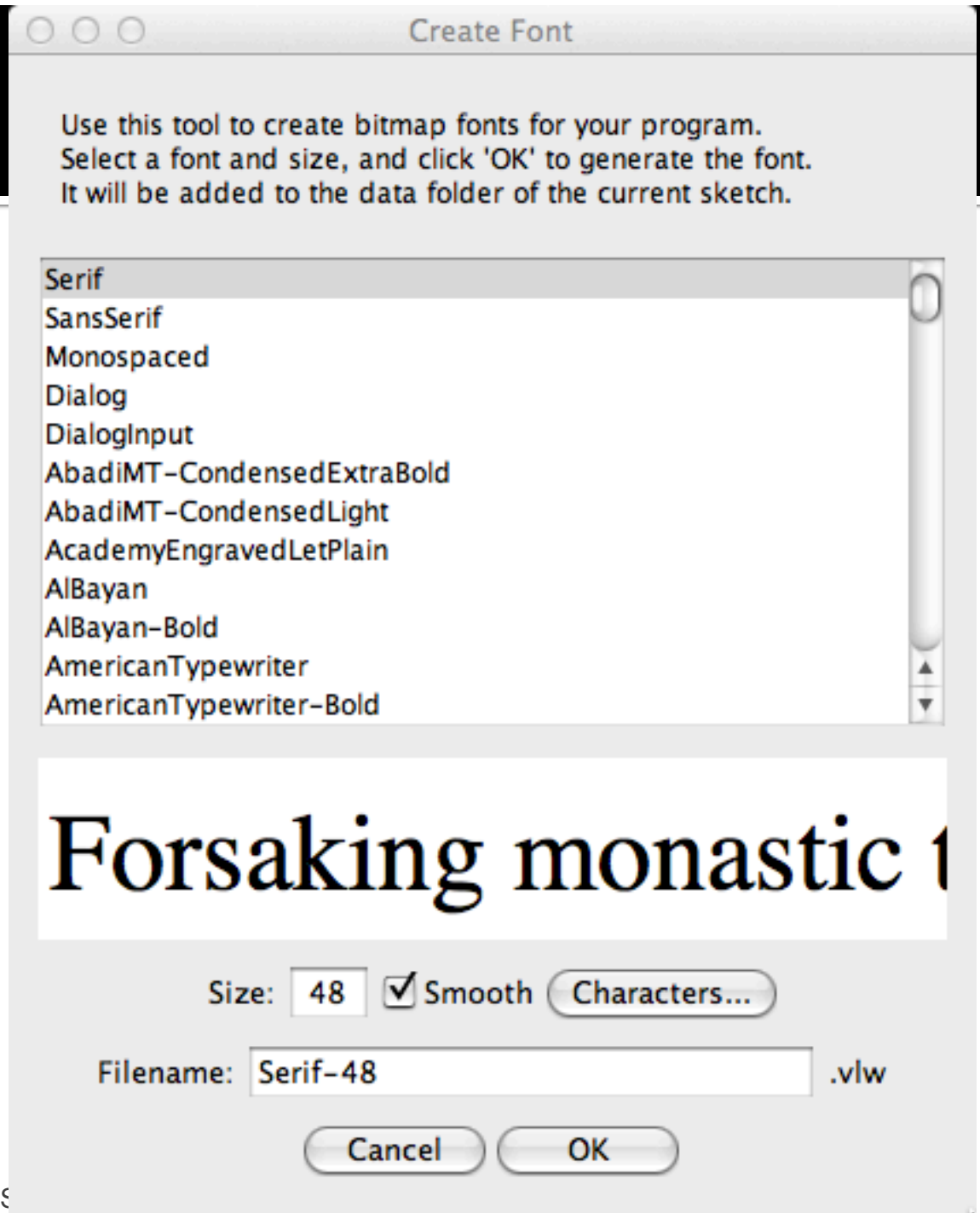
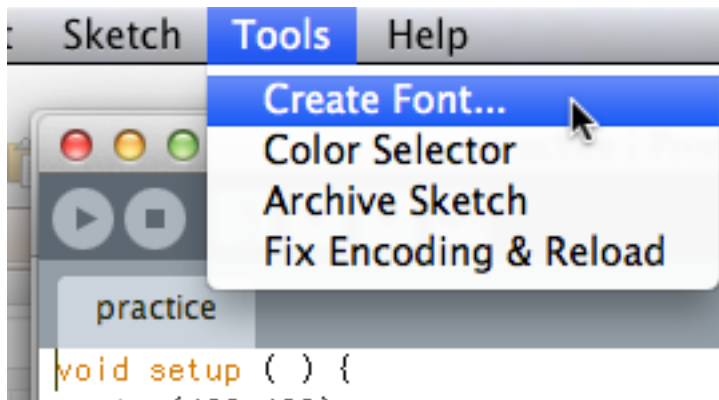


Writing Out Text

- Processing is great for graphics and images, but it is a little more cumbersome for text
- Follow these steps:
 - 1) Go to tools and locate the font you want
 - 2) Load font into the data directory of your program ... this happens automatically when you load
 - 3) In the code, load the font into the computation (get name and size perfect); specify its use
 - 4) Use `text()` to print text; color using `fill()`

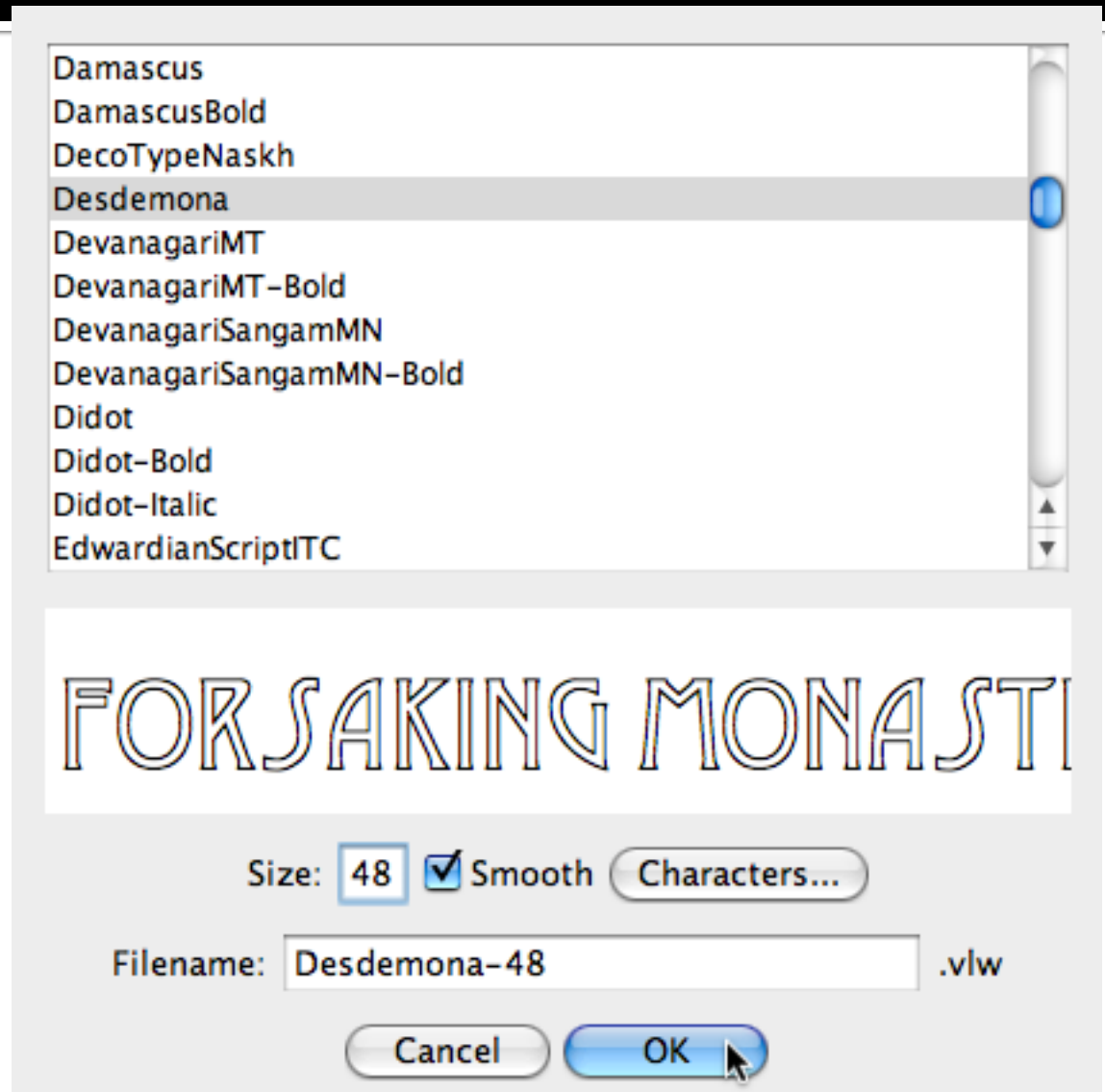
Find Fave Font

- “Create Font ...” is under Tools



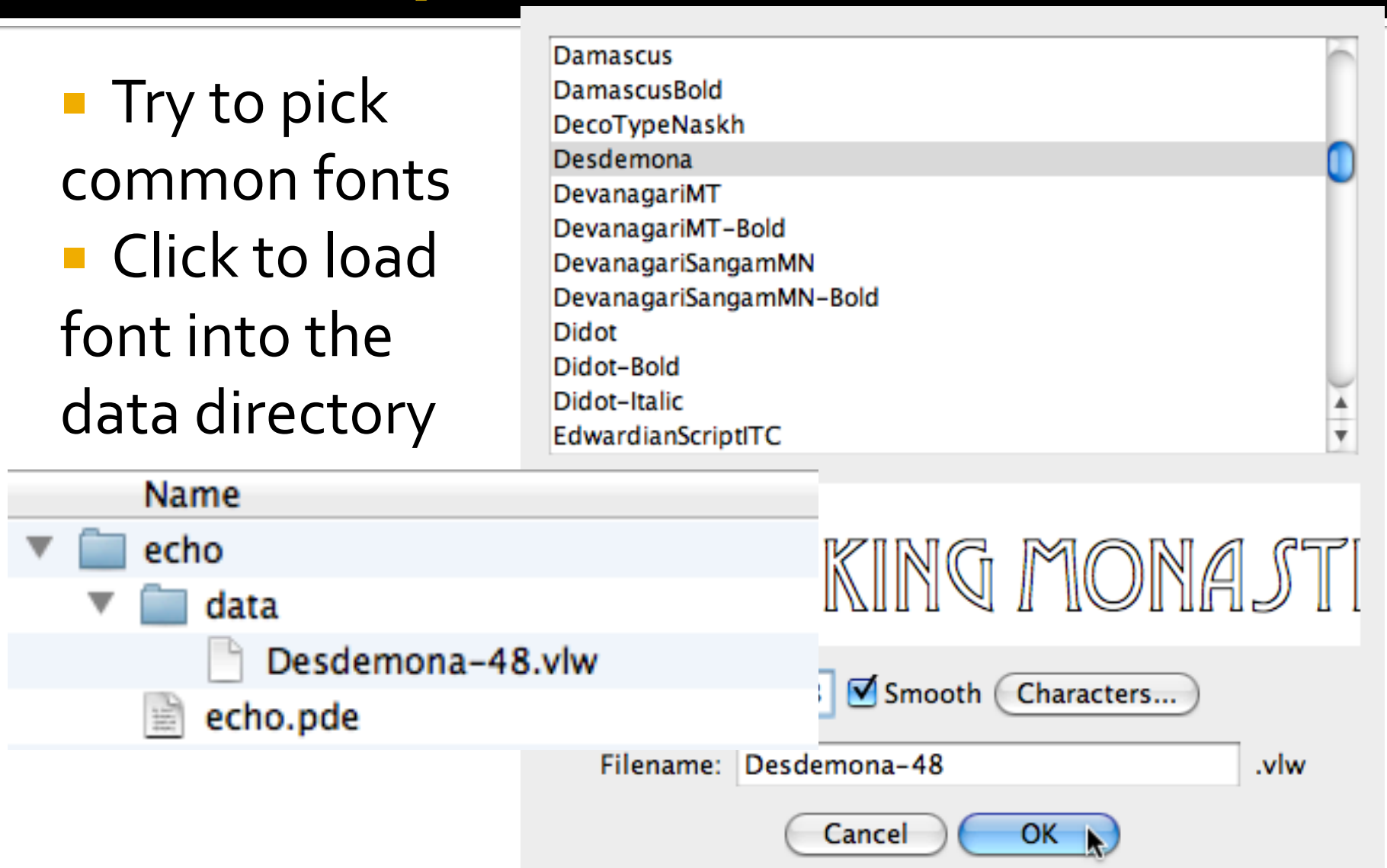
Pick Font, Size

- Try to pick common fonts
- Click to load font into the data directory



Pick Font, Size

- Try to pick common fonts
- Click to load font into the data directory



Declare Font Var, Load, Select

- Need to declare font name(s)

```
PFont typeface1, typeface2;
```

```
void setup ( ) {  
  size(400,100);  
  background(0);  
  typeface1 = loadFont("Desdemona-48.vlw");  
  textFont(typeface1);  
}
```

```
void draw( ) {  
  fill(255);  
  text("A cool font!", 20, 80);  
}
```

Declare Font Var, Load, Select

- Need to declare font name(s)
- Need to load named font



```
PFont typeface1, typeface2;

void setup ( ) {
  size(400,100);
  background(0);
  typeface1 = loadFont("Desdemona-48.vlw");
  textFont(typeface1);
}

void draw( ) {
  fill(255);
  text("A cool font!", 20, 80);
}
```


Declare Font Var, Load, Select

- Need to declare font name(s)
- Need to load named font
- Need to select named font as “in use”



```
PFont typeface1, typeface2;

void setup ( ) {
  size(400,100);
  background(0);
  typeface1 = loadFont("Desdemona-48.vlw");
  textFont(typeface1);
}

void draw( ) {
  fill(255);
  text("A cool font!", 20, 80);
}
```

Declare Font Var, Load, Select

- Need to declare font name(s)
- Need to load named font
- Need to select named font as “in use”
- Then, fill() and write text(...);

```
PFont typeface1, typeface2;

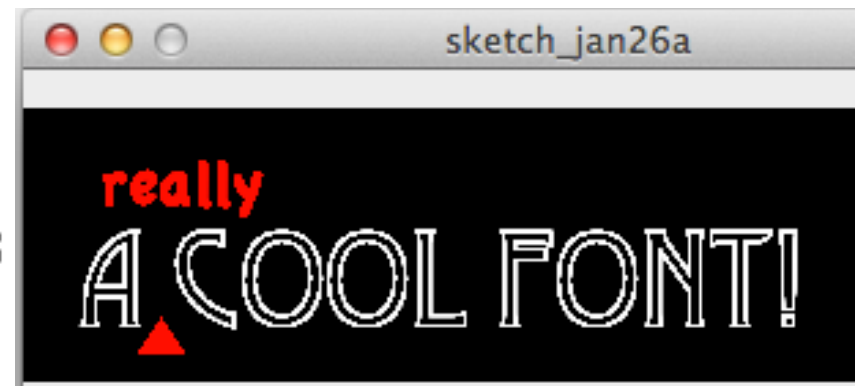
void setup ( ) {
  size(400,100);
  background(0);
  typeface1 = loadFont("Desdemona-48.vlw");
  textFont(typeface1);
}

void draw( ) {
  fill(255);
  text("A cool font!", 20, 80);
}
```



Switching Fonts ...

```
PFont typeface1, typeface2;
void setup ( ) {
  size(400,100);
  background(0);
  typeface1 = loadFont("Desdemona-48.vlw");
  typeface2 = loadFont("AppleCasual-24.vlw");
}
void draw( ) {
  fill(255);
  textFont(typeface1);
  text("A cool font!", 20, 80);
  fill(255,0,0);
  textFont(typeface2);
  text("really", 28, 35);
  triangle(50, 75, 40, 90, 60, 90);
}
```



Echoing Text

```
PFont typeface1;
```

```
String st = "";
```

A String is a datatype of a letter sequence.
The sequence must be surrounded by
(double) quotes. "" is the empty String.

```
void setup ( ) {
```

```
  size(400,100);
```

```
  background(0);
```

```
  typeface1 = loadFont("Desdemona-48.vlw");
```

```
  smooth( );
```

```
}
```

```
void draw( ) {
```

```
  fill(255);
```

```
  textFont(typeface1);
```

```
  text(st, 20, 80);
```

```
}
```

```
void keyPressed( ) {
```

```
  st = st + key;
```

```
}
```

Echoing Text

```
PFont typeface1;
```

```
String st = "";
```

A String is a datatype of a letter sequence.

The sequence must be surrounded by

(double) quotes. "" is the empty String.

```
void setup ( ) {
```

```
  size(400,100);
```

```
  background(0);
```

```
  typeface1 = loadFont("Desdemona-48.vlw");
```

```
  smooth( );
```

```
}
```

```
void draw( ) {
```

```
  fill(255);
```

```
  textFont(typeface1);
```

```
  text(st, 20, 80);
```

```
}
```

```
void keyPressed( ) {
```

```
  st = st + key;
```

```
}
```

A character can be added to a String (it's called *concatenation*) using a + sign.

Echoing Text

```
PFont typeface1;
```

```
String st = "";
```

A String is a datatype of a letter sequence.

The sequence must be surrounded by

(double) quotes. "" is the empty String.

```
void setup ( ) {
```

```
  size(400,100);
```

```
  background(0);
```

```
  typeface1 = loadFont("Desdemona-48.vlw");
```

```
  smooth( );
```

```
}
```

```
void draw( ) {
```

```
  fill(255);
```

```
  textFont(typeface1);
```

```
  text(st, 20, 80);
```

Use the String like any quoted letter sequence.

```
}
```

```
void keyPressed( ) {
```

```
  st = st + key;
```

```
}
```

A character can be added to a String (it's called *concatenation*) using a + sign.

Echoing Text

```
PFont typeface1;
```

```
String st = "";
```

A String is a datatype of a letter sequence. The sequence must be surrounded by (double) quotes. "" is the empty String.

```
void setup ( ) {
```

```
  size(400,100);
```

```
  background(0);
```

```
  typeface1 = loadFont("Desdemona-48.vlw");
```

```
  smooth( );
```

```
}
```

```
void draw( ) {
```

```
  fill(255);
```

```
  textFont(typeface1);
```

```
  text(st, 20, 80);
```

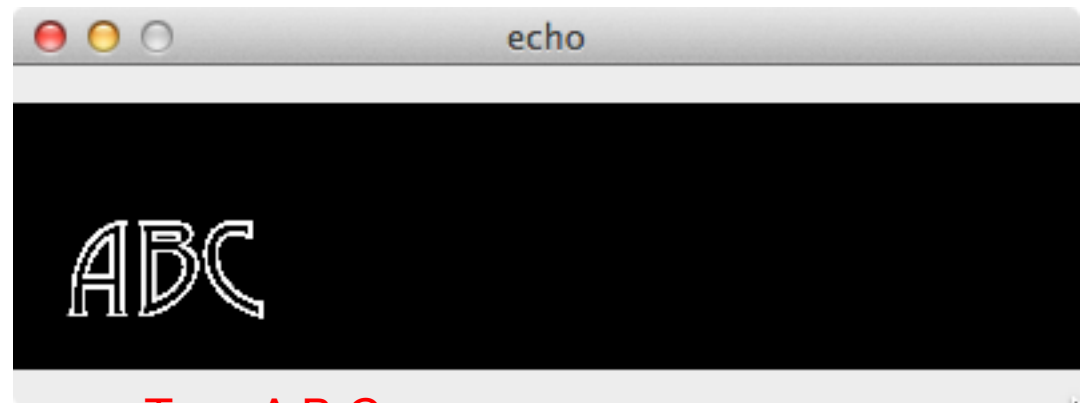
```
}
```

```
void keyPressed( ) {
```

```
  st = st + key;
```

```
}
```

A character can be added to a String (it's called *concatenation*) using a + sign.



Type A B C

Echoing Text

```
PFont typeface1;
```

```
String st = "";
```

A String is a datatype of a letter sequence. The sequence must be surrounded by (double) quotes. "" is the empty String.

```
void setup ( ) {
```

```
  size(400,100);
```

```
  background(0);
```

```
  typeface1 = loadFont("Desdemona-48.vlw");
```

```
  smooth( );
```

```
}
```

```
void draw( ) {
```

```
  fill(255);
```

```
  textFont(typeface1);
```

```
  text(st, 20, 80);
```

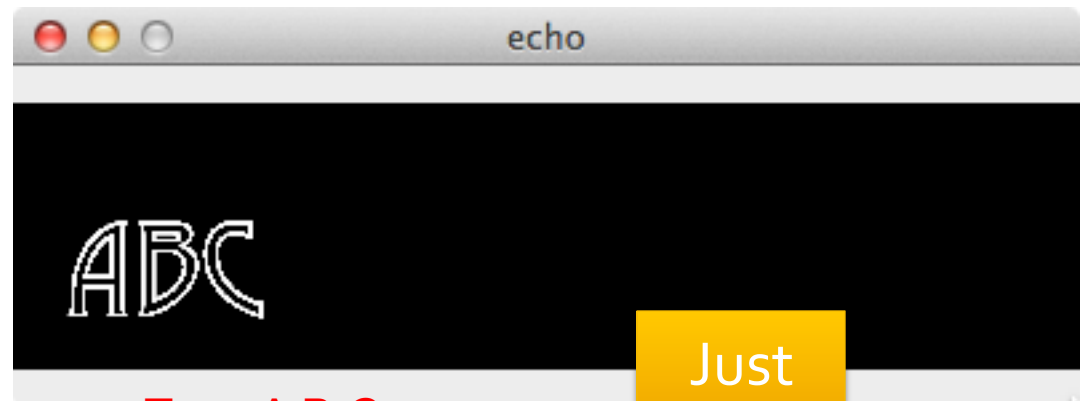
```
}
```

```
void keyPressed( ) {
```

```
  st = st + key;
```

```
}
```

A character can be added to a String (it's called *concatenation*) using a + sign.



Type A B C

Just
Do It