

CMPS 5J – Lab 5
Spring 2018
Due: Sunday May 6 @ 11:59pm

Complete exercise 6-5 in Learning Processing, attached here on page 2.

What to turn in

Turn in your program created from exercise 6-5 in a file called lab5.pde to Canvas.

Example 6-8. Lines one at a time

```
int y = 0;
```

No for loop here. Instead, a global variable.

```
void setup() {
  size(200, 200);
  background(255);
  frameRate(5);
}
```

Slowing down the frame rate to easily see the effect.

```
void draw() {
  // Draw a line
  stroke(0);
  line(0, y, width, y);
  // Increment y
  y += 10;
}
```

Only one line is drawn each time through draw().

The logic of this sketch is identical to Example 4-3, this book's first motion sketch with variables. Instead of moving a circle across the window horizontally, I am moving a line vertically (but not clearing the background for each frame).

Exercise 6-5: It's possible to achieve the effect of rendering one line at a time using a for loop. See if you can figure out how this is done. Part of the code is below.



```
int endY;
```

```
void setup() {
  size(200, 200);
  frameRate(5);
```

```
  endY = _____;
}
```

```
void draw() {
  background(0);
```

```
  for (int y = _____; _____; _____) {
    stroke(255);
    line(0, y, width, y);
  }
```

```
  _____;
}
```