

Lab 1: Click A Button

Thursday, January 19, 2017

In this lab, you will be using Processing to draw a rectangle. Although the lab is relatively simple, there are a few steps that you need to go through, as well as a few concepts to learn. You will be learning the basics of Processing, handling mouse events, basic intersection detection, and keeping track of the state of the visualization.

Basic requirements for this lab:

1. Download and install Processing IDE from <https://processing.org/download/?processing>.
2. In Processing, do the following:
 - a. Setup your visualization (the canvas) to be of a size and background color of your choice.
 - b. Draw a rectangle. The rectangle needs to be:
 - i. Size, location and color of your choice
 - ii. In addition, draw a text label in the center of the box. The text can say anything of your choosing
 - c. Track the user's mouse click, such that when the user clicks on the rectangle with the background switches to a color of your choice
 - d. Should the user click on the rectangle again, the canvas needs to revert to the original background color.
3. One thing to keep in mind is modular programming and design. Try to incorporate the use of classes and objects. Be mindful of not over-engineering the problem, but at the same time aim for classes that can be reused for future labs and assignments.