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11 Exceptions, integration of Processing framework into Java. Object-oriented concepts, events. 12 How to animate images and compose video sequences. Assn5 13 Consolidation. Work session. 14 Interactive graphics in the Kutztown University Planetarium. 15 Final exam, 15% of grade Each of the assn[1,5] above is a planned assignment handout. It ...

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10 Learning Processing. By adding the stroke() and fill() functions before the shape is drawn, we can set the color. It is much like instructing your friend to use a specific pen to draw on the graph paper. You would have to tell your friend before he or she starting drawing, not after.

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*The second edition of Learning Processing has been updated for compatibility with Processing 3 and includes several new chapters of content including video, sound, data visualization, and networking. For more, visit the Learning Processing website. Dan Shiffman says, "This book tells a story.*

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*stroke() specifies the color for the outline of the shape, and the fill() specifies the color for the interior of that shape. Lines and points can only have stroke(), for obvious reasons. If you forget to specify a color, Processing will use black (0) for the stroke() and white (255) for the fill() by default.*

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