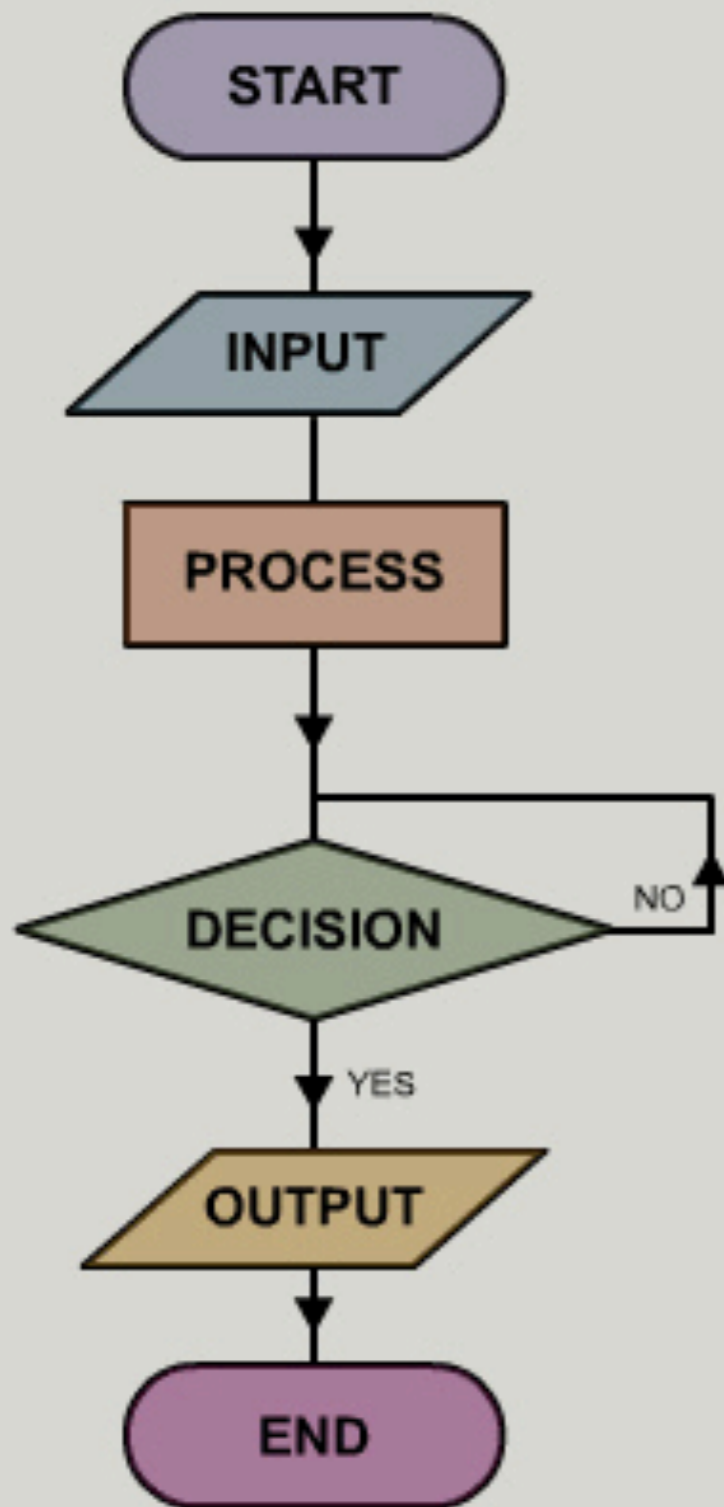


Computation pt2

Wed, Oct 11th 2017

System flowchart symbols



All flowcharts begin with the **START** symbol. This shape is called a terminator.

INPUTS, such as materials or components.
eg Printed Circuit Board (PCB)

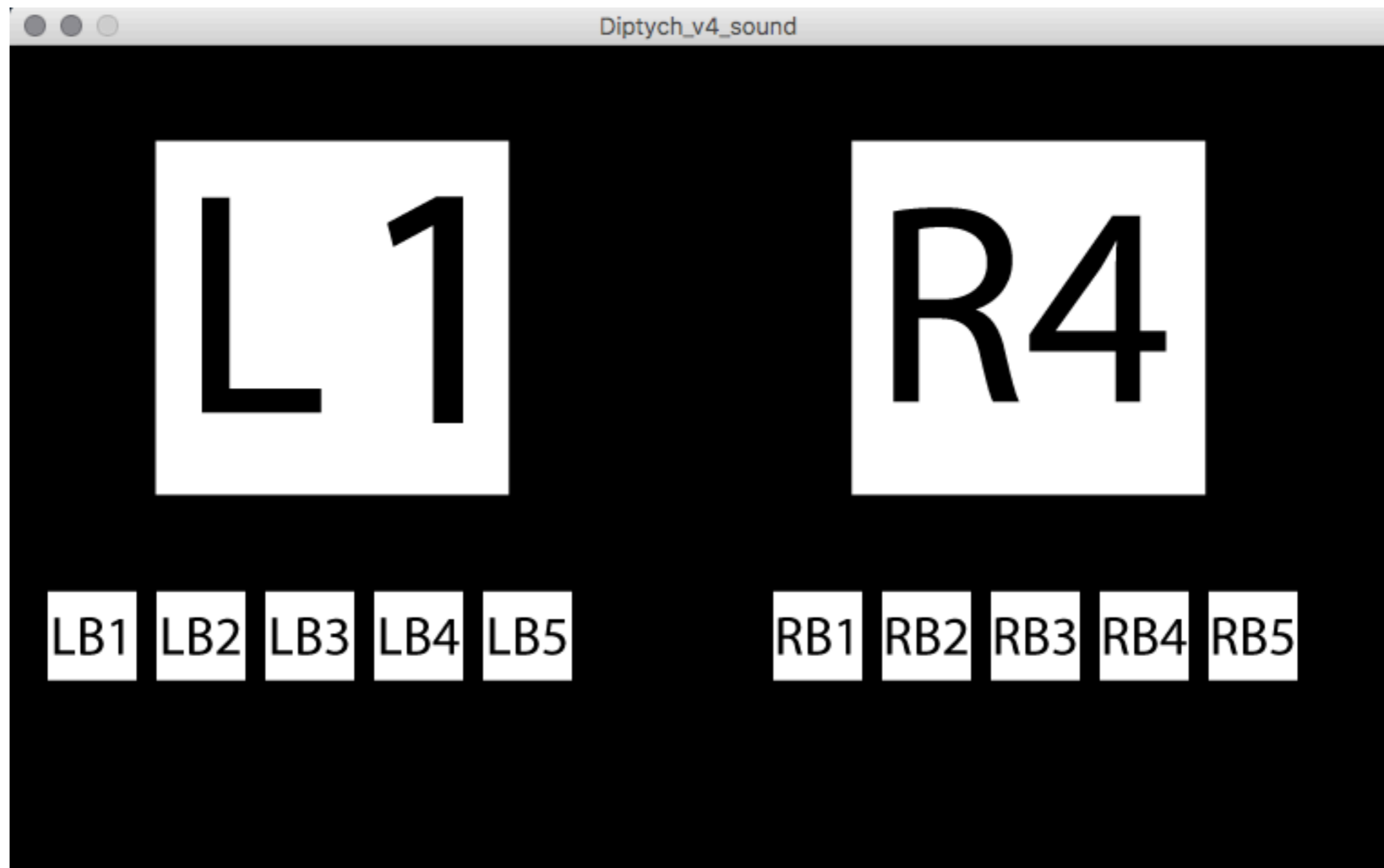
PROCESSES, such as activities or tasks, are sometimes used to link to a subroutine (another flowchart) with more detailed steps, eg drill Printed Circuit Board(PCB)

The **DECISION** symbol checks a condition before carrying on, eg is the drilling accurate?

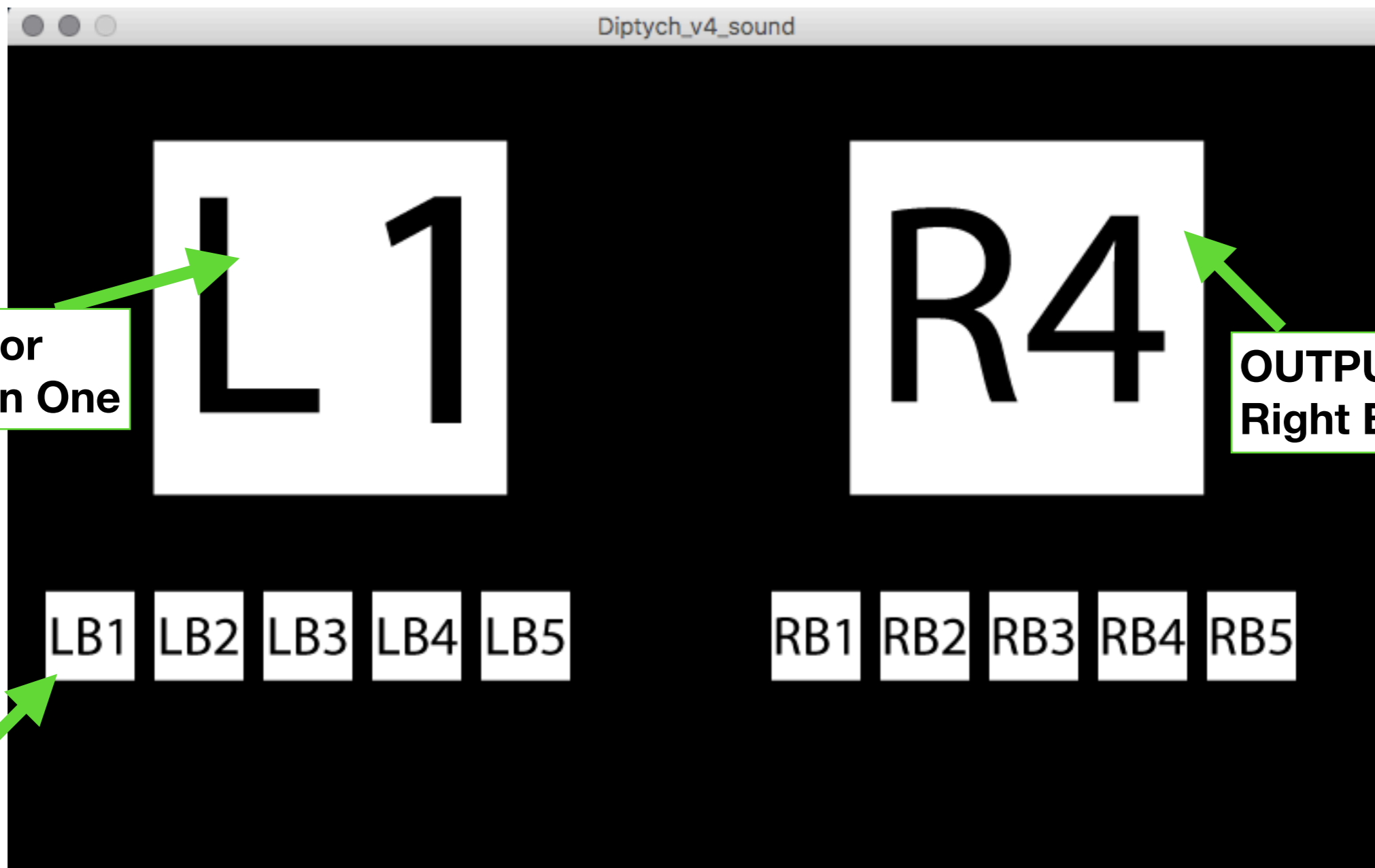
OUTPUTS, eg Printed Circuit Board(PCB) with holes drilled.

All flowcharts end with the **END** symbol. This shape is called a terminator.

Assets: images & audio



OBJECTIVE: Students will modify the code of a functional interactive prototype replacing the default assets with their own.



**OUTPUT for
Left Button One**

**OUTPUT for
Right Button One**

Placeholder Interface

For this first version, we will work with KeyPresses as the INPUT

```
//Button Images LEFT
```

```
PImage lBFive;
```

```
PImage lBFour;
```

```
PImage lBTThree;
```

```
PImage l
```

```
PImage l
```

```
//Load Image Button LEFT
```

```
lBFive = loadImage("lBFive.png");
```

```
lBFour = loadImage("lBFour.png");
```

1

2

To use an image:

1) declare the variable type and name

If the image is not triggered on a **keyPress...**

2) load the image within 'setUp' or in it's own function

3) draw the image to the screen by the X and Y coordinate position

LB1

LB2

LB3

LB4

LB5

```
image(lBOne, 20, 300);
```

```
image(lBTwo, 80, 300);
```

```
image(lBThree, 140, 300);
```

```
image(lBFour, 200, 300);
```

```
image(lBFive, 260, 300);
```

3

Place in code: Placeholder Interface

ABOVE

“void setup”

1

```
//Button Images LEFT  
PImage lBFive;  
PImage lBFour;  
PImage lBThree;  
PImage lBTwo;  
PImage lBOne;
```

WITHIN:

“void setup”

2

```
//Load Image Button LEFT  
lBFive = loadImage("lBFive.png");  
lBFour = loadImage("lBFour.png");  
lBThree = loadImage("lBThree.png");  
lBTwo = loadImage("lBTwo.png");  
lBOne = loadImage("lBOne.png");
```

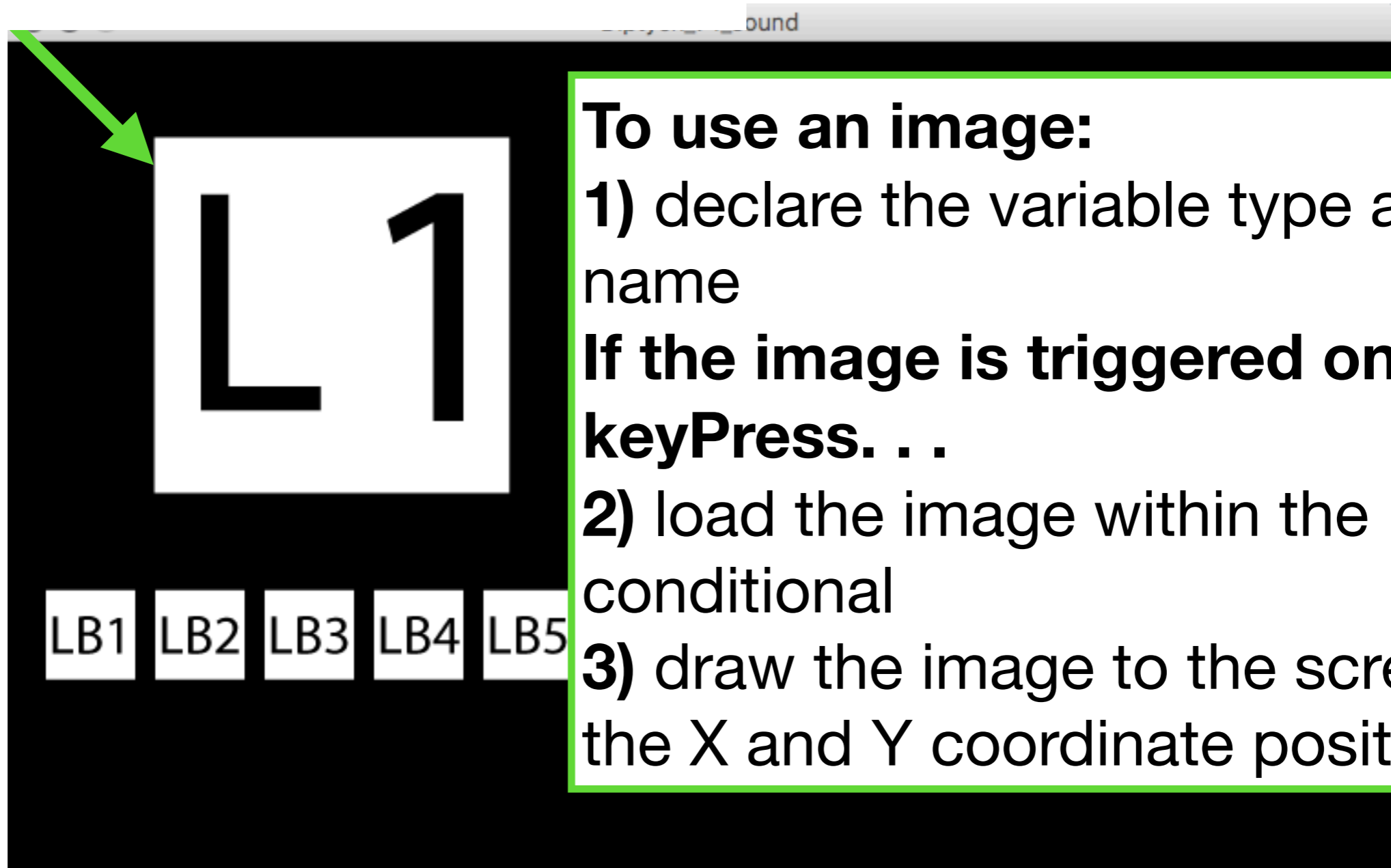
WITHIN:

“void draw”

3

```
image(lBOne, 20, 300);  
image(lBTwo, 80, 300);  
image(lBThree, 140, 300);  
image(lBFour, 200, 300);  
image(lBFive, 260, 300);
```

1 `PIImage lOne;`



To use an image:

1) declare the variable type and name

If the image is triggered on a keyPress. . .

2) load the image within the conditional

3) draw the image to the screen by the X and Y coordinate position

2

3

```
{  
    if (key=='a') {  
        lOne = loadImage("lOne.png");  
        image(lOne, 80, 50);  
    }  
}
```

Place in code: Images for OUTPUT

ABOVE
“void setup”

1 `PImage lOne;`

WITHIN:
KeyPress
function

2 `void keyPressed()`
`{`
3 `if (key=='a') {`
`lOne = loadImage("lOne.png");`
`image(lOne, 80, 50);`

- Commit directly to the `master` branch.
- Create a new branch for this commit and

Propose changes

Cancel

- Commit directly to the `master` branch.
- Create a new branch for this commit and sta

Propose changes

Cancel