

5月8日の授業中に作成したサンプルプログラム

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```
//その1
float r0 = random(10); // 0 <= r0 < 10
println(r0);
```

```
float r1 = random(1,7); // 1 <= r1 < 7
println(r1);
```

```
//その2
float r0 = random(10); // 0 <= r0 < 10
println(r0);
r0 = random(10);
println(r0);
r0 = random(10);
println(r0);
r0 = random(10);
println(r0);
r0 = random(10);
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r0 = random(10);
println(r0);
r0 = random(10);
println(r0);
r0 = random(10);
println(r0);
r0 = random(10);
println(r0);
```

```
//その3
float r;
for(int loop=0; loop<100; loop++){
    r = random(10);
    println(r);
}
```

```
//その4
float x,y;
size(400,200);
background(150); // background(150,150,155);
fill(255); // fill(255,255,255);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
```

```
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
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ellipse(x,y,20,20);
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y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
```

```
//その5
float x,y;
size(400,200);
background(150); // background(150,150,155);
fill(255); // fill(255,255,255);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
```

```
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
x = random(width);
y = random(height);
ellipse(x,y,20,20);
```

```
//その 6
float x,y;
size(400,200);
background(150);// background(150,150,155);
fill(255);      // fill(255,255,255);
```

```
for(int i=0;i<2000;i++){
  x = random(width);
  y = random(height);
  ellipse(x,y,20,20);
}
```

```
//その 7
size(300, 200);
background(255);
stroke(0);
```

```
line(25, 20, 25, 180);
line(50, 20, 50, 180);
line(75, 20, 75, 180);
line(100, 20, 100, 180);
line(125, 20, 125, 180);
line(150, 20, 150, 180);
line(175, 20, 175, 180);
line(200, 20, 200, 180);
line(225, 20, 225, 180);
line(250, 20, 250, 180);
line(275, 20, 275, 180);
```

```
//その 8
for(int loop =0;loop<10;loop++){
```

```
    println(loop);
}

//その 9
size(300,200);
background(255);
stroke(0);

for(int i = 0;i<11;i++){
    line(i*25+25,20,i*25+25,180);
}

//その 10
size(400,400);
for(int i=0;i<10;i++){
    ellipse(40*i+20,height/2,40,40);
}
for(int loop=0;loop<10;loop++){
    ellipse(width/2,40*loop+20,40,40);
}

//その 11
size(400,400);
for(int i=0;i<10;i++){
    ellipse(40*i+20,40*i+20,40,40);
}

//その 12
size(400,400);
for(int i=0;i<10;i++){
    ellipse(40*i+20,20,40,40);
}
for(int i=0;i<10;i++){
    ellipse(40*i+20,60,40,40);
}
for(int i=0;i<10;i++){
    ellipse(40*i+20,100,40,40);
}
for(int i=0;i<10;i++){
    ellipse(40*i+20,140,40,40);
}
for(int i=0;i<10;i++){
    ellipse(40*i+20,180,40,40);
}

//その 13
```

```
size(400, 400);
for (int y=0; y<10; y++) {
  for (int x=0; x<10; x++) {
    ellipse(40*x+20, 40*y+20, 40, 40);
  }
}
```

```
//その 14
size(400, 400);
for (int y=0; y<10; y++) {
  fill(255*y/10);
  for (int x=0; x<10; x++) {
    ellipse(40*x+20, 40*y+20, 40, 40);
  }
}
```

```
//その 15
size(400, 400);
for (int y=0; y<10; y++) {

  for (int x=0; x<10; x++) {
    fill(255*y/10, 255*x/10, 0);
    ellipse(40*x+20, 40*y+20, 40, 40);
  }
}
```

```
//その 16
void setup(){
  size(400,400);
}
```

```
void draw(){
  background(255);
  rectMode(CORNER);
  rect(mouseX,mouseY,100,100);
}
```

```
//その 17
void setup(){
  size(400,400);
}
```

```
void draw(){
  background(255);
  rectMode(CORNERS);
  rect(mouseX,mouseY,100,100);
}
```

```
//その 18
void setup(){
  size(400,400);
}

void draw(){
  background(255);
  rectMode(CENTER);
  rect(mouseX,mouseY,100,100);
}
```