4 月 16 日の授業中に作成したスケッチ

```
//その1
size(480,120);

//comment!!
ellipse(75,60,80,80); // Left
ellipse(175,60,80,80); // Middle
ellipse(275,60,80,80); // Right

//その2
size(480,120);

float y; // Declare y as an int value
y = 60.0; // Assign a value to y
int d; // Declare d as an int value
d = 80; // Assign a value to d
ellipse(75,y,d,d); // Left
ellipse(175,y,d,d); // Middle
ellipse(275,y,d,d); // Right

//その3
size(480,120);

int y; // Declare y as an int value
y = 60; // Assign a value to y
int d; // Declare d as an int value
d = 100; // Assign a value to d
ellipse(75,y,d,d); // Left
ellipse(175,y,d,d); // Middle
ellipse(275,y,d,d); // Right

//その4
size(480,120);

int y; // Declare y as an int value
y = 60; // Assign a value to y
int d; // Declare d as an int value
d = 80; // Assign a value to d
//int x;
//x = 75;
int x = 75;
ellipse(x,y,d,d); // Left
ellipse(175,y,d,d); // Middle
ellipse(275,y,d,d); // Right

//その5
size(480,120);

int y; // Declare y as an int value
y = 60; // Assign a value to y
int d; // Declare d as an int value
d = 80; // Assign a value to d
//int x;
//x = 75;
```

```
int x = 75;
ellipse(x,y,d,d); // Left
ellipse(x+100,y,d,d); // Middle
ellipse(x+200,y,d,d); // Right

//その6
size(480,120);

int y; // Declare y as an int value
y = 60; // Assign a value to y
int d; // Declare d as an int value
d = 80; // Assign a value to d
//int x;
//x = 75;
int x = 75;
ellipse(x,y,d,d); // Left
x = x + 100;
ellipse(x,y,d,d); // Middle
x = x + 100;
ellipse(x,y,d,d); // Right

//その7
size(480,120);

int y = 60;
int d = 80;
int x = 75;
int span = 100;
ellipse(x,y,d,d); // Left
x = x + span;
ellipse(x,y,d,d); // Middle
x = x + span;
ellipse(x,y,d,d); // Right

//その8
size(480,120);

int y = 1;
int d = 80;
int x = 400;
int span = -100;
ellipse(x,y,d,d); // Left
x = x + span+10;
y = 10*y;
ellipse(x,y,d,d); // Middle
x = x + span;
y = 10*y;
ellipse(x,y,d,d); // Right

//その9
int y = 60;
int x = 0;
int d = 80;
int dx = 1;
```

```
void setup() {
   size(480, 120);
   stroke(255, 0, 0);
   fill(255, 0, 0);
//   background(255, 255, 255);
}

void draw() {
   background(255, 255, 255);
   line(x, 0, x, height);
   ellipse(x, y, d, d);
   x = x+dx;
   println(x);
}

//その10
int y = 480;
int x = 240;
int d = 80;
int dy = -1;

void setup() {
   size(480, 480);
   stroke(255, 0, 0);
   fill(255, 0, 0);
}

void draw() {
   background(255, 255, 255);
   line(width/2, 0, width/2, height);
   ellipse(x, y, d, d);
   y = y + dy;
   println(y, dy);
}

//その11
int x0 = 640;
int x1 = 0;
int d = 80;
int dx = 1;

void setup() {
   size(640, 480);
   stroke(0, 0, 0);
   fill(10, 255, 10);
}

void draw() {
   background(255, 255, 255);
   ellipse(x0, height/2, d, d);
   x0 = x0-dx;

}
```

```
//その12
int x0 = 640;
int x1 = 0;
int d = 80;
int dx = 1;

void setup() {
    size(640, 480);
    stroke(0, 0, 0);
    fill(10, 255, 10);
}

void draw() {
    background(255, 255, 255);
    fill(10, 255, 10);
    ellipse(x0, height/2, d, d);
    x0 = x0-dx;
    fill(255, 10, 10);
    ellipse(x1, height/2, d, d);
    x1 = x1+dx;
}

//その13
int x0 = 640;
int x1 = 0;
int d = 80;
int dx = 1;
float y;

void setup() {
    size(640, 480);
    stroke(0, 0, 0);
    fill(10, 255, 10);
}

void draw() {
    background(255, 255, 255);
    fill(10, 255, 10);
    y = cos(radians(1.5*x0))*height/3+height/2;
    ellipse(x0, y, d, d);
    x0 = x0-dx;
    fill(255, 10, 10);
    ellipse(x1, height/2, d, d);
    x1 = x1+dx;
}

//その14
void setup(){
    size(400,400);
    fill(128,128,128);
    stroke(0,0,0);
    background(255,255,255);
}
```

```
void draw(){
//   background(255,255,255);
   ellipse(mouseX,mouseY,10,10);
}
```