

6月11日の授業中に作成したスケッチ

```
//その1
float x,y;

void setup(){
  size(400,400);
  colorMode(HSB,359,99,99);
  x = width/2;
  y = height/2;
}

void draw(){
  background(0,0,99);

  x = x + random(-5,5); // x += random(-5,5);
  y = y + random(-5,5); // y += random(-5,5);

  int h = (53*second()) % 360;
  //int h = 6*second();
  fill(h,99,99);
  stroke(h,99,99);
  ellipse(x,y,20,20);
}
//その2
float x, y;

void moveCircle() {
  x = x + random(-5, 5);
  y = y + random(-5, 5);
}

void draw_circle() {
  int h = (53*second()) % 360;
```

```
    fill(h, 99, 99);
    stroke(h, 99, 99);
    ellipse(x, y, 20, 20);
}

void setup() {
    size(400, 400);
    colorMode(HSB, 359, 99, 99);
    x = width/2;
    y = height/2;
}

void draw() {
    background(0, 0, 99);
    moveCircle();
    draw_circle();
}

//その3
void drawPackMan(){
    pushMatrix();
    float angle=PI/6;
    arc(0, 0, 40, 40, angle, 2*PI-angle);
    rotate(angle);
    line(0, 0, 20, 0);
    rotate(-2*angle);
    line(0, 0, 20, 0);
    popMatrix();
}

void setup(){
    size(400,400);
}
```

```
void draw(){
    background(255);
    translate(mouseX,mouseY);
    drawPackMan();
    translate(0,50);
    drawPackMan();
}

//その4
void drawPackMan(){
    pushMatrix();
    //float angle=PI/24;
    float angle = PI/map(millis()%120,0,120,4,24);
    arc(0, 0, 40, 40, angle, 2*PI-angle);
    rotate(angle);
    line(0, 0, 20, 0);
    rotate(-2*angle);
    line(0, 0, 20, 0);
    popMatrix();
}

void setup(){
    size(400,400);
}

void draw(){
    background(255);
    translate(mouseX,mouseY);
    stroke(255,10,10);
    fill(255,10,10);
    drawPackMan();
    translate(0,50);
```

```
    drawPackMan();
}

//その4
void drawPackMan(float x,float y){
    pushMatrix();
    translate(x,y);
    float angle=PI/6;
    arc(0, 0, 40, 40, angle, 2*PI-angle);
    rotate(angle);
    line(0, 0, 20, 0);
    rotate(-2*angle);
    line(0, 0, 20, 0);
    popMatrix();
}

void setup(){
    size(400,400);
}

void draw(){
    background(255);
    drawPackMan(mouseX,mouseY);
    drawPackMan(mouseX,mouseY+50);
}

//その5
void drawPackMan(float x,float y){
    pushMatrix();
    translate(x,y);
    float angle=PI/6;
    arc(0, 0, 40, 40, angle, 2*PI-angle);
    rotate(angle);
```

```
    line(0, 0, 20, 0);
    rotate(-2*angle);
    line(0, 0, 20, 0);
    popMatrix();
}

void setup(){
    size(400,400);
}

void draw(){
    background(255);
    for(int y=0;y<8;y++){
        stroke(255,10,10);
        fill(255,10,10);
        drawPackMan(mouseX,50*y+25);
    }
}

//その6
void drawPackMan(float x,float y,color col){
    pushMatrix();
    translate(x,y);
    float angle=PI/6;
    stroke(col);
    fill(col);
    arc(0, 0, 40, 40, angle, 2*PI-angle);
    rotate(angle);
    line(0, 0, 20, 0);
    rotate(-2*angle);
    line(0, 0, 20, 0);
    popMatrix();
}
```

```
color getColor(){
  color c= color(millis()%256,255-millis()%256,10);
  return c;
}
```

```
void setup(){
  size(400,400);
}
```

```
void draw(){
  background(255);
  for(int y=0;y<8;y++){
    color c = getColor();
    int x = (millis()/10) % width;
    drawPackMan(x,50*y+25,c);
  }
}
```

```
//その7
String today(){
  String msg = year()+"/"+month() + "/" + day();
  return msg;
}
```

```
void setup(){
  size(200,200);
}
```

```
void draw(){
  println(today());
}
```

```
PFont font;
```

```
//その8
String today(){
    String msg = year() + "/" + month() + "/" + day();
    return msg;
}
void setup(){
    size(400,200);
    font = loadFont("SansSerif-48.vlw");
    textFont(font,48);
}
void draw(){
    background(255);
    fill(0);
    String str = today();
    text(str,100,height/2);
}
```