

# Lab 0: proseToPicture

due: September 14th or 15th, 2017

Create a code-based visual representation of an object using only a colleague's textual description.

1. Choose one specific everyday object, preferably one you can see (in person or online).
2. Without ever explicitly naming the object, write down an English language description of the object using sentences of the form:

The object is a kind of \_\_\_\_\_.

The object has \_\_\_\_\_.

The/A \_\_\_\_\_ is a kind of \_\_\_\_\_.

The/A \_\_\_\_\_ has \_\_\_\_\_.

3. On the provided graph paper, draw a depiction of your object. Keep this picture to yourself.
4. Give both sheets of paper to your instructor (with your name on both).
5. The instructor will give you someone else's description.
6. Using Processing, draw your partner's object based purely upon the original English-language written description (**no additional communication allowed**):
  - a. Use at least two different shape primitives (e.g. line, rect, quad, triangle, ellipse).
  - b. Use at least two shades of gray and two other non-gray colors.
7. In a comment at the top of your program, in addition to the standard header, write a paragraph reflecting on what was easy to visually depict, what was difficult, and what was ambiguous.

## Learning Objectives

- Understand the Processing coordinate system.
- Use Processing shapes.
- Understand color spaces.
- Create a static image with code.
- Write a specification.
- Implement a specification.
- Think about inheritance and composition relationships.

## Deliverables

- Your program should start with a comment that includes your name, email, date, assignment description, collaboration statement, and reflection.
- Bring a hardcopy of your program (the source code, not the graphics) to your next lab period.
- Be prepared to run the Processing sketch and demonstrate your "[Theory of the Program](#)."