

CMSC 117: Introduction to Computing: Interactive Systems

Assignment 2: Drawing

Due by Class (1:30pm) February 11, 2016

The second assignment asks you to create a simple drawing application. Your sketch should:

- begin with a comment including your name, date, email, and project description;
- draw lines following the mouse when the mouse is dragged (using `mouseDragged()`);
- draws an ellipse under the mouse location when the mouse is released (using `mouseReleased()`);
- clear the screen when a key is pressed (using `keyPressed()`);
- Vary the line thickness, or `strokeWeight`, according to the mouse speed (see page 38).

When you are finished, reflect in a comment at the top of your sketch about what you were trying to accomplish. How does the form of the running program compare with the static nature of the code.

Learning Objectives

- Use `setup` and `draw`.
- Use event handlers.
- Create a dynamic sketch from code.

Deliverable

Submitting your assignment:

1. Put a comment at the top of your program with your name, email & date.
2. Replace the original sketch's code with your own.
3. Submit a link to your sketch on the moodle forum.