

Art 311 Lab 02 Sept 15-19

1. Draw a blue circle with no outline at (x_0, y_0) , and at (x_1, y_1) , and at (x_2, y_2) where $x_0=200$, $y_0=200$, $x_1=400$, $y_1=400$, $x_2=90$, $y_2=400$.
2. Draw a green rectangle upper left corner at 200, 210. Declare variables dx and dy and draw this rectangle with width dx and height dy for three different values of dx and dy .
3. Draw a square, any size any place, filled with color $r=200$, $g=90$, $b=200$; then draw another square inside the original square filled with color $(r+20, g+30, b+20)$.
4. Draw a circle, any size ≥ 100 , at a random location on the screen so that the entire circle is drawn within the drawing area.
5. Draw a circle at location $(500, 500)$ diameter 100 having a random color.
6. Draw a circle radius 50 at the current mouse position.
7. Create a Processing program in dynamic mode. In the **setup** portion, create a window (600-400) pixels in size. In the **draw** portion draw a red circle radius 50 at the current mouse position.
8. Draw a cube. A cube has 12 edges organized in a specific way. The cube should appear as viewed from an upper left viewpoint

