

## 5月1日の授業中に作成したサンプルプログラム

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```
//その1
void setup(){
  size(400,400);
}

void draw(){
  background(255,255,255);
  if(mousePressed == true){
    ellipse(width/2,height/2,200,200);
  }
}
```

```
//その2
void setup(){
  size(400,400);
}

void draw(){
  background(255,255,255);
  if(mouseX<200){
    stroke(0,0,0);
    ellipse(mouseX,mouseY,200,200);
    stroke(255,10,10);
    line(mouseX,0,mouseX,height);
  }
}
```

```
//その3
void setup(){
  size(400,400);
}

void draw(){
  background(255,255,255);
  if(mousePressed == true){
    fill(255,0,0);
    ellipse(width/2,height/2,200,200);
  }else{
    fill(0,255,0);
    rect(100,100,200,200);
  }
}
```

```
//その4
void setup() {
  size(400, 400);
}

void draw() {
  background(255, 255, 255);
  if (mouseX<200) {
    stroke(0, 0, 0);
    ellipse(mouseX, mouseY, 200, 200);
  } else {
    stroke(255, 10, 10);
    line(mouseX, 0, mouseX, height);
  }
}
```

```
//その5
int xPos;

void setup(){
  size(400,200);
  xPos = 0;
}

void draw(){
  background(255);
  if(mousePressed == true){
    xPos = xPos+1;
  }
  ellipse(xPos,height/2,50,50);
}
```

```
//その6
int dx;
int xPos;

void setup(){
  size(400,200);
  xPos = width/2;
  dx = 1;
}

void draw(){
  background(255);
  ellipse(xPos,height/2,20,20);
  xPos = xPos + dx;
}
```

```

    if((xPos+10 > width) || (xPos < 10)){
        dx = -dx;
    }
}

//その7
void setup(){
    size(300,300);
}

void draw(){
    background(255);
    if((mouseX < width/2) && (mousePressed == true)){
        ellipse(width/2,height/2,200,200);
    }
}

//その8
void setup(){
    size(400,400);
}

void draw(){
    background(255);
    if((mouseX < width/2)&&(mouseY<height/2)){
        fill(255,10,10);
        rect(0,0,width/2,height/2);
    }else{
        fill(10,255,10);
        rect(width/2,height/2,width/2,height/2);
    }
}

//その9
void setup(){
    size(400,400);
}

void draw(){
    background(255);
    line(100,0,100,height);
    line(300,0,300,height);
    if((100 < mouseX) && (mouseX < 300)){
        fill(255,10,10);
        ellipse(width/2,height/2,300,300);
    }
}

```

```

}

//その 10
void setup(){
  size(300,300);
}

void draw(){
  background(255);

  line(100,0,100,height);
  line(200,0,200,height);
  if((mouseX < 100) || (mouseX > 200)){
    fill(255,10,10);
  }else{
    fill(10,255,10);
  }
  ellipse(width/2,height/2,200,200);
}

```

```

//その 11
int dx;
int xPos;

```

```

void setup(){
  size(400,200);
  xPos = width/2;
  dx = 1;
}

```

```

void draw(){
  background(255);
  ellipse(xPos,height/2,20,20);
  xPos = xPos + dx;
  if(xPos+10 > width){
    dx = -dx;
  }
  if(xPos < 10){
    dx = -dx;
  }
}

```

```

//その 12
int xPos;

```

```

void setup() {

```

```

    size(400, 200);
    xPos = width/2;
}

void draw() {
    background(255);
    if (mousePressed == true) {
        xPos = xPos+1;
    } else {
        xPos = xPos -1;
    }
    ellipse(xPos, height/2, 50, 50);
}

```

//その 13

```

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

void draw(){
    background(255);
    line(0,height/2,width,height/2);
    line(width/2,0,width/2,height);
    if((mouseX < width/2) && (mouseY < height/2)){
        fill(255,20,20);
        rect(0,0,width/2,height/2);
    }else if((mouseX >= width/2) && (mouseY < height/2)){
        fill(20,255,20);
        rect(width/2,0,width/2,height/2);
    }else if((mouseX < width/2) && (mouseY >= height/2)){
        fill(20,20,255);
        rect(0,height/2,width/2,height/2);
    }else{
        fill(100);
        rect(width/2,height/2,width/2,height/2);
    }
}
}

```

//その 14

```

int xPos;

void setup(){
    size(400,100);
    xPos = width/2;
}

```

```
void draw(){
    background(255);
    ellipse(xPos,height/2,40,40);
    //xPos = xPos + 1;
    xPos++;
}
```

```
//その 15
int xPos;
```

```
void setup(){
    size(400,100);
    xPos = width/2;
}
```

```
void draw(){
    background(255);
    ellipse(xPos,height/2,40,40);
    //xPos = xPos - 1;
    xPos--;
}
```

```
//その 16
int xPos;
int dx;
```

```
void setup(){
    size(400,100);
    xPos = width/2;
    dx = 1;
}
```

```
void draw(){
    background(255);
    ellipse(xPos,height/2,40,40);
    //xPos = xPos + dx;
    xPos += dx;
    // xPos *= dx;
    // xPos -= dx;
    // xPos /= dx;
    if((xPos+20 > width) || (xPos < 20)){
        dx = -dx;
    }
}
```

