

## 6月19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
float a, b, c, d, e;
a = random(1);
b = random(1);
c = random(1);
d = random(1);
e = random(1);
float maxSoFar = a; //<>// //<>//
if (b > maxSoFar) {
    maxSoFar = b;
}
if (c > maxSoFar) {
    maxSoFar = c;
}
if (d > maxSoFar) {
    maxSoFar = d;
}
if (e > maxSoFar) {
    maxSoFar = e;
}
println(maxSoFar);
```

```
//その2
float[] a;
a = new float[5]; //<>//
for(int i=0;i<a.length;i++){
    a[i] = random(1);
}
float maxSoFar = a[0];
for(int i = 0;i<a.length;i++){
    if(a[i] > maxSoFar){
        maxSoFar = a[i];
    }
}
println(maxSoFar);
```

```
//その3
float[] a;
a = new float[5];
for(int i=0;i<a.length;i++){
    a[i] = random(1);
}
float minSoFar = a[0]; //<>//
```

```
for(int i = 0;i<a.length;i++){
    if(a[i] < minSoFar){
        minSoFar = a[i];
    }
}
println(minSoFar);
```

```
//その4
float myMin(float[] a) {
    float minSoFar = a[0];
    for (int i = 0; i<a.length; i++) {
        if (a[i] < minSoFar) {
            minSoFar = a[i];
        }
    }
    return minSoFar;
}
```

```
//その5
String[][] names;

names = new String[3][2];
names[0][0] = "Anegasaki";
names[0][1] = "Nane";
names[1][0] = "Takane";
names[1][1] = "Manaka";
names[2][0] = "Rinko";
names[2][1] = "Kobayakawa";
for (int i=0; i < names.length; i++) {
    println(names[i][0] + " " +names[i][1]);
}
sketch_180619f/sketch_180619f.pde
String[][] names = {"Anegasaki","Nane"},
                  {"Takane","Manaka"},
                  {"Rinko","Kobayakawa"};

for (int i=0; i < names.length; i++) {
    println(names[i][0] + " " +names[i][1]);
}
```

```
//その6
float myMax2(float[][] a){
    float maxSoFar;
    maxSoFar = a[0][0];
    for(int i=0;i < a.length;i++){
        for(int j=0;j < a[i].length;j++){
```

```

        if(a[i][j] > maxSoFar){
            maxSoFar = a[i][j];
        }
    }
}
return maxSoFar;
}

```

```

//その7
float xPos;// Pos = position
float yPos;
float xVel;// Vel = velocity
float yVel;

```

```

void setup(){
    size(400,400);
    xPos = width/2;
    yPos = height/2;
    xVel = 1;
    yVel = 1;
}

```

```

void draw(){
    background(255);
    fill(255,10,10);
    ellipse(xPos,yPos,10,10);
    xPos += xVel;
    yPos += yVel;
}

```

```

void mouseClicked(){
    xPos = mouseX;
    yPos = mouseY;
    xVel = random(-1,1);
    yVel = random(-1,1);
}

```

```

//その8
float[] xPos;// Pos = position
float[] yPos;
float[] xVel;// Vel = velocity
float[] yVel;
color[] cols;

```

```

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

```

```

colorMode(HSB,359,99,99);
xPos = new float[1000];
yPos = new float[1000];
xVel = new float[1000];
yVel = new float[1000];
cols = new color[1000];
for (int i=0; i<xPos.length; i++) {

    xPos[i] = width/2;
    yPos[i] = height/2;
    xVel[i] = 1;
    yVel[i] = 1;
    cols[i] = color(random(360),random(50,100),random(50,100));
}
}

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

    for (int i=0; i<xPos.length; i++) {
        fill(cols[i]);
        ellipse(xPos[i], yPos[i], 10, 10);
        xPos[i] += xVel[i];
        yPos[i] += yVel[i];
    }
}

void mouseClicked() {
    for (int i=0; i<xPos.length; i++) {
        xPos[i] = mouseX;
        yPos[i] = mouseY;
        xVel[i] = random(-1, 1);
        yVel[i] = random(-1, 1);
    }
}

```