

5月21日の授業中に作成したスケッチ

```
//その1
size(275,200);
background(255);
stroke(0);

line(25, 20, 25, 180);
line(50, 20, 50, 180);
line(75, 20, 75, 180);
line(100, 20, 100, 180);
line(125, 20, 125, 180);
line(150, 20, 150, 180);
line(175, 20, 175, 180);
line(200, 20, 200, 180);
line(225, 20, 225, 180);
line(250, 20, 250, 180);

//その2
size(275,200);
background(255);
stroke(0);

line( 0*25+25, 20, 0*25+25, 180);
line( 1*25+25, 20, 1*25+25, 180);
line( 2*25+25, 20, 2*25+25, 180);
line( 3*25+25, 20, 3*25+25, 180);
line( 4*25+25, 20, 4*25+25, 180);
line( 5*25+25, 20, 5*25+25, 180);
line( 6*25+25, 20, 6*25+25, 180);
line( 7*25+25, 20, 7*25+25, 180);
line( 8*25+25, 20, 8*25+25, 180);
line( 9*25+25, 20, 9*25+25, 180);

//その3
size(275,200);
background(255);
stroke(0);

for(int i=0;i<10;i++){
  line(i*25+25,20,i*25+25,180);
}

//その4
size(275,200);
background(255);
stroke(0);

for(int i=0;i<10;i++){
  int x = i*25+25;
  line(x,20,x,180);
}

//その5
size(275,200);
```

```
background(255);  
stroke(0);
```

```
int x = 0; //線分のX座標値
```

```
x = x + 25; // この行と次の行の処理が繰り返されている  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);  
x = x + 25;  
line(x,20,x,180);
```

```
//その6  
size(275,200);  
background(255);  
stroke(0);
```

```
int x = 0;  
for(int i=0;i<10;i++){  
    x = x + 25;  
    line(x,20,x,180);  
}
```

```
//その7  
int y;
```

```
void setup() {  
    size(400, 400);  
    stroke(255, 10, 10);  
    noFill();  
}
```

```
void draw() {  
    background(255);  
    y=mouseY;  
    while (y < height) {  
        rect(mouseX, y, 30, 30);  
        y = y + 30;  
    }  
}
```

//その8

```
void setup() {  
  size(400, 400);  
  stroke(255, 10, 10);  
  noFill();  
}
```

```
void draw() {  
  background(255);  
  for(int y = mouseY; y < height; y += 30){  
    rect(mouseX, y, 30, 30);  
  }  
}
```

//その9

```
int x;  
int y;
```

```
void setup() {  
  size(400, 400);  
  stroke(255, 10, 10);  
  noFill();  
}
```

```
void draw() {  
  background(255);  
  y = mouseY;  
  while (y < height) {  
    x = mouseX;  
    for (int i = 0; i < 4; i++) {  
      rect(x, y, 30, 30);  
      //x = x + 30;  
      x += 30;  
    }  
    //y = y + 30;  
    y += 30;  
  }  
}
```

//その10

```
int y;
```

```
void setup() {  
  size(400, 400);  
  stroke(255, 10, 10);  
  noFill();  
  rectMode(CENTER);  
}
```

```
void draw() {  
  background(255);  
  y = mouseY;  
  while (y < height) {
```

```
    rect(mouseX, y, 30, 30);  
    y = y + 30;  
  }  
}
```

```
//その11  
size(275,200);  
background(255);  
stroke(0);
```

```
int x = 0;  
while(x != 250){  
  x = x+25;  
  line(x,20,x,180);  
}
```

```
//その12  
size(275,200);  
background(255);  
stroke(0);
```

```
int x = 0;  
while(x < 250){  
  x = x+25;  
  line(x,20,x,180);  
}
```

```
//その13  
int x;  
int y;
```

```
void setup() {  
  size(400, 400);  
  stroke(255, 10, 10);  
  noFill();  
}
```

```
void draw() {  
  background(255);  
  y=mouseY;  
  while (y < height) {  
    x = mouseX;  
    while (x < width) {  
      rect(x, y, 30, 30);  
      x = x+30;  
    }  
    y = y + 30;  
  }  
}
```