Last Time

- Syllabus
- Course Topic Introduction
Processing
A New Coordinate System

Math

Computer Graphics

(0,0)  

(250,500)  

(0,0)  

(250,500)
Primitive Shapes

- **Primitive Datatype** – A basic building block in a programming language.
  - int, float, boolean, char
- **Primitive Shape (Basic Shape)** – A basic building block in a visual programming language
  - line, triangle, quad, rect, ellipse, arc, point
Color Modes

- **Greyscale:** 0-255 range, shades of gray
  - 0 = black, 255 = white
  - `fill(128)`

- **Color:** red, green, blue values in 0-255 range
  - `fill(255, 0, 0)` = red
  - `fill(0, 255, 0)` = green
  - `fill(0, 0, 255)` = blue
  - `fill(255, 255, 255)` = white
  - `fill(0, 0, 0)` = black

- **Alpha:** opacity
  - 0 = entirely transparent (won’t display), 255 = entirely opaque
  - `fill(128, 128)` = 50% transparent gray
  - `fill(255, 255, 0, 64)` = 75% transparent yellow
Stateful vs. Stateless

• **Stateful** – Once a variable (state) is set, that information is retained and used until that variable is altered.

• **Stateless** – The opposite; that information is not retained.
Any Questions?