

Tutorial 3

Variable Review Exercise Answers

#1



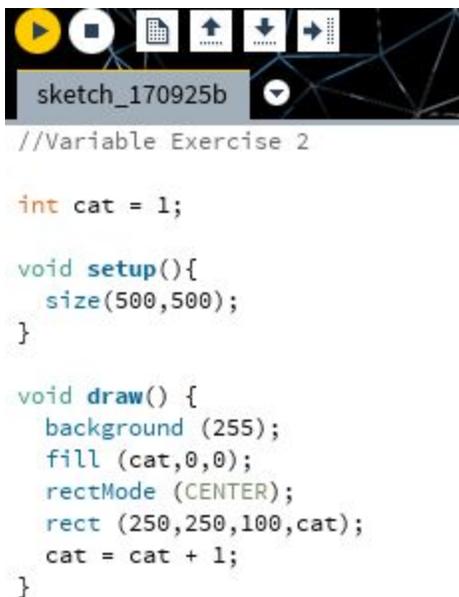
```
//Variable Exercise 1

int cat = 1;

void setup(){
  size(500,500);
}

void draw() {
  background (255);
  fill (255,0,0);
  ellipse (250,250,cat,100);
  cat = cat + 1;
}
```

#2



```
//Variable Exercise 2

int cat = 1;

void setup(){
  size(500,500);
}

void draw() {
  background (255);
  fill (cat,0,0);
  rectMode (CENTER);
  rect (250,250,100,cat);
  cat = cat + 1;
}
```

#3



```
//Variable Exercise 3
```

```
int dog = 0;

void setup(){
  size(500,500);
}

void draw() {
  background (255);
  fill (0,0,255,dog);
  ellipse (250,250,100,100);
  dog = dog + 1;
}
```

#4



```
//Variable Exercise 4
```

```
int bird = 250;
int birddog = 250;

void setup(){
  size(500,500);
}

void draw() {
  background (255);
  stroke (255,0,0);
  strokeWeight (10);
  line (bird,250,birddog,250);
  bird = bird + 1;
  birddog = birddog - 1;
}
```

#5

```
//Variable Exercise 5

int bird = 250;
int birddog = 250;
int cat = 250;
int catdog = 250;

void setup(){
  size(500,500);
}

void draw() {
  background (255);
  stroke (255,0,0);
  strokeWeight (10);
  line (bird,birddog,cat,catdog);
  bird = bird + 1;
  birddog = birddog - 1;
  cat = cat - 1;
  catdog = catdog + 1;
}
```