

# CONTENTS IN DETAIL

## ACKNOWLEDGMENTS XIII

## INTRODUCTION XV

Who Is This Book For? . . . . .	xvi
What Is Python Mode for Processing? . . . . .	xvi
What Are Algorithms? . . . . .	xvii
What Is Creative Coding? . . . . .	xviii
Where Can I Find Help? . . . . .	xx
Online Resources . . . . .	xxi
Source Code and Solutions . . . . .	xxi
What's in This Book? . . . . .	xxi
Let's Go! . . . . .	xxii

## 1 HELLO, WORLD! 1

Processing Installation and Python Mode Setup . . . . .	2
Your First Sketch. . . . .	4
Comments . . . . .	6
Whitespace . . . . .	7
Errors . . . . .	8
Color. . . . .	8
Fills and Strokes . . . . .	11
Background Color. . . . .	13
Color Modes . . . . .	14
2D Primitives . . . . .	16
triangle() . . . . .	17
ellipse() . . . . .	17
quad() . . . . .	18
line() . . . . .	18
<b>Challenge #1: Rainbow Task . . . . .</b>	<b>18</b>
Variables . . . . .	19
Arithmetic Operators . . . . .	21
Basic Operations . . . . .	21
Modulo Operator . . . . .	23
Arcs . . . . .	24
<b>Challenge #2: Disk Usage Analyzer . . . . .</b>	<b>27</b>
Summary . . . . .	28

## 2 DRAWING MORE COMPLICATED SHAPES 29

Displaying a Grid . . . . .	30
Drawing Curves Using Catmull-Rom Splines . . . . .	31
Curving Lines with curve() . . . . .	32
Changing Curves with curveTightness() . . . . .	34

Drawing Bézier Curves . . . . .	36
Using the bezier() Function . . . . .	36
Positioning Anchor and Control Points . . . . .	38
Drawing Shapes Using Vertices . . . . .	40
Bézier Vertices . . . . .	43
Using Vector Graphics Software for Generating Shapes . . . . .	50
Summary . . . . .	51

### **3**

## **INTRODUCTION TO STRINGS AND WORKING WITH TEXT** **53**

Strings . . . . .	54
Creating Strings in Python . . . . .	54
Using Concatenation and String Formatting . . . . .	56
Working with String Length . . . . .	57
String Manipulation . . . . .	57
Slice Notation . . . . .	58
String Methods . . . . .	60
Typography . . . . .	62
Fonts . . . . .	63
Text Functions . . . . .	64
Summary . . . . .	67

### **4**

## **CONDITIONAL STATEMENTS** **69**

Control Flow . . . . .	70
Conditional Statements . . . . .	71
The Boolean Data Type . . . . .	71
Relational Operators . . . . .	72
if Statements . . . . .	73
elif Statements . . . . .	76
else Statements . . . . .	77
Logical Operators . . . . .	78
<b>Challenge #3: Four-Square Task . . . . .</b>	<b>80</b>
Summary . . . . .	83

### **5**

## **ITERATION AND RANDOMNESS** **85**

Iteration . . . . .	86
Using Iteration to Draw Concentric Circles . . . . .	86
while Loops . . . . .	87
for Loops . . . . .	90
<b>Challenge #4: Create Line Patterns . . . . .</b>	<b>92</b>
break and continue Statements . . . . .	92
Randomness . . . . .	94
random() Function . . . . .	94
Random Seed . . . . .	96
Truchet Tiles . . . . .	97
Summary . . . . .	103

<b>6</b>		
<b>MOTION AND TRANSFORMATION</b>		<b>105</b>
Perceiving Motion . . . . .		106
Adding Motion to Processing Sketches . . . . .		108
The draw() and setup() Functions . . . . .		108
Global Variables . . . . .		111
Saving Frames . . . . .		115
<b>Challenge #5: DVD Screensaver . . . . .</b>		<b>116</b>
Transformations . . . . .		119
Processing Transformation Functions . . . . .		120
translate() . . . . .		120
rotate() . . . . .		123
scale() . . . . .		124
shearX() and shearY() . . . . .		125
pushMatrix() and popMatrix() . . . . .		126
<b>Challenge #6: Analog Clock . . . . .</b>		<b>129</b>
Summary . . . . .		132
<b>7</b>		
<b>WORKING WITH LISTS AND READING DATA</b>		<b>133</b>
Introducing Lists . . . . .		134
Creating and Accessing Lists . . . . .		135
Modifying Lists . . . . .		136
Combining Loops and Lists . . . . .		138
Drawing Shapes by Using a List of Color Values . . . . .		140
Looping with enumerate() . . . . .		143
Creating Lists of Lists . . . . .		144
<b>Challenge #7: Breakout Level . . . . .</b>		<b>150</b>
Reading Data . . . . .		153
File Formats . . . . .		153
CSV . . . . .		154
<b>Challenge #8: Games Sales Chart . . . . .</b>		<b>156</b>
Summary . . . . .		158
<b>8</b>		
<b>DICTIONARIES AND JSON</b>		<b>159</b>
Introducing Dictionaries . . . . .		160
Accessing Dictionaries . . . . .		161
Modifying Dictionaries . . . . .		162
Nesting Dictionaries and Lists . . . . .		162
Combining Loops and Dictionaries . . . . .		163
Iterating Keys . . . . .		164
Iterating Values . . . . .		165
Iterating Items . . . . .		165
Working with JSON . . . . .		167
Understanding JSON Syntax . . . . .		168
Using Web APIs . . . . .		169
Reading in JSON Data . . . . .		170
<b>Challenge #9: Coffee Chart . . . . .</b>		<b>172</b>
Summary . . . . .		173

<b>9</b>	<b>FUNCTIONS AND PERIODIC MOTION</b>	<b>175</b>
Defining Functions . . . . .		176
Creating a Simple Speech Bubble Function . . . . .		176
Drawing Compound Shapes Using a Function . . . . .		179
Adding Arguments and Parameters . . . . .		181
Using Keyword Arguments . . . . .		183
Setting Default Values . . . . .		184
Mixing Positional and Keyword Arguments . . . . .		186
Returning Values . . . . .		187
Defining Functions for Periodic Motion . . . . .		188
An Introduction to Trigonometric Functions . . . . .		190
Circular and Elliptical Motion . . . . .		192
Sine Waves . . . . .		195
Lissajous Curves . . . . .		198
Creating Screensaver-Like Patterns with Lissajous Curves . . . . .		203
Summary . . . . .		206
<b>10</b>	<b>OBJECT-ORIENTED PROGRAMMING AND PVECTOR</b>	<b>207</b>
Working with Classes . . . . .		208
Defining a New Class . . . . .		209
Creating an Instance from a Class . . . . .		210
Adding Attributes to a Class . . . . .		211
Adding Methods to a Class . . . . .		216
Splitting Your Python Code into Multiple Files . . . . .		222
Programming Movement with Vectors . . . . .		224
The PVector Class . . . . .		225
Moving an Amoeba with PVector . . . . .		226
Adding Many Amoebas to the Simulation . . . . .		233
<b>Challenge #10: Collision Detection . . . . .</b>		<b>236</b>
Summary . . . . .		237
<b>11</b>	<b>MOUSE AND KEYBOARD INTERACTION</b>	<b>239</b>
Mouse Interaction . . . . .		240
Mouse Variables . . . . .		240
Mouse Events . . . . .		243
Creating a Paint App . . . . .		243
Keyboard Interaction . . . . .		251
Adding Keyboard Shortcuts to the Paint App . . . . .		251
<b>Challenge #11: Adding Paint App Features . . . . .</b>		<b>252</b>
Summary . . . . .		253
<b>AFTERWORD</b>		<b>255</b>