Naming and Directory Structure

- name your sketches exactly as directed lab2a, lab2b,
- to create a new sketch with a specific name
 - File → New (this opens a new Processing window)
 - File → Save (the first time you do this, it opens the save dialog)
 - verify that the current folder is your sketchbook
 - enter just lab2a (or whatever) for the name no .pde
- to save a sketch with a new name
 - File → Save As...
 - verify that the current folder is your sketchbook
 - enter just lab2a (or whatever) for the name no .pde
- the result is that your sketchbook will contain a folder with the sketch name, containing a .pde file with the same
 - hand in the sketch's folder (with the .pde file), not just the .pde file

Comments and Formatting

Exercises



Put your name and a description of the sketch in comments at the beginning of each sketch. Also don't forget to Auto Format your code before handing it in.

Readability and Formatting Your Code

Most of the whitespace — spaces, tabs, newlines, and such — in a program doesn't matter to the computer. (The only requirement is to separate consecutive words with whitespace.) But whitespace obes make a big difference to the humans (including youf) reading your program, and there are established conventions about how to use whitespace to make your programs more readable.

For example, you may notice that the lines of code inside setup and draw in a sketch are usually indented:

(In fact, lines of code inside any set of curly brackets ({}) are indented — we'll see

Indentation is so useful that Processing (and many other programming environments) provide an auto-format tool — choose Tools->Auto Format from the menu. (Once you've written some code, try messing up the indentation of one line or puting with lines on one, and then are some acceptance of the indentation of one line or puting with lines on one, and then are some acceptance of the support indented part.)

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