Lab 7

- use the patterns discussed in class with the elements of the patterns filled in as specified in the handout

This process follows the additive pattern — each level adds to what was drawn in the previous level. The elements of the pattern:

Materials from class:

- slides: fractals (additive and replacement patterns)
- examples:
  - snowman family (additive pattern)
  - Sierpinski carpet (replacement pattern)
- handout: in-class exercises (solutions: #1 — additive, #2 — replacement)

Wed **Materials from class:**

- slides: exam 1 redo info
- slides: fractals (L-systems)
- examples: (L-systems)
  - Koch snowflake
  - plant
- handout: in-class exercises (solutions: #1 — L-systems)

Lab 7

- for the terrain –

- The base shape is a quad whose top corners are *(x1,y1)* and *(x2,y2)* and whose bottom corners are at the bottom edge of the window.
  - use `quad()`
  - if you are looking up shape-drawing commands in the Processing API, stick to those in the "2d Primitives" section

2d Primitives		
	`arc()`	Draws an arc in the display window
	`circle()`	Draws a circle to the screen
	`ellipse()`	Draws an ellipse (oval) in the display window
	`line()`	Draws a line (a direct path between two points) to the screen
	`point()`	Draws a point, a coordinate in space at the dimension of one pixel
	`quad()`	A quad is a quadrilateral, a four sided polygon
	`rect()`	Draws a rectangle to the screen
	`square()`	Draws a square to the screen
	`triangle()`	A triangle is a plane created by connecting three points

Lab 7

- *the goal of an exercise is never the particular sketch, but learning how to use the elements of Processing* (and, more generally, the elements of programming) discussed in class to create similar kinds of sketches
  - primary source for "how do I do this?" material should be the lab handout itself and the posted class materials (slides, examples, in-class exercises handouts and solutions)
  - primary source for help should be office hours and Teaching Fellows
- ***you must identify help received / sources used*** *(other than provided class materials)* ***in a comment in your sketch***
- ***you may not use AI, write code together with others, or copy code from elsewhere*** *(even if you make changes)*
  - adapting examples is OK (identify the source if not from class!)
    - an example shows the structure but you have to replace the elements specific to a particular task with what is relevant for your particular task
    - ask if you need clarification!