

## Lab 4

- “comments for functions” or “describe parameters”

```
// draw a tree
// (x,y) is the center of the bottom of the
// trunk
void drawTree(int x, int y) {
  ...
}
```

parameters  
· declare using type and name (like variables)

name of the function  
· must be different from other names being used  
· should be descriptive of function's purpose

comments describe what the function does (draw a tree) and what its parameters are for (the position of the center of the bottom of the trunk)

## Lab 4

Write a function `drawBlock` which draws the quilt block pattern shown. It should have parameters for the position and size of the block (the block will always be a square, so you only need a single parameter for the size and not separate parameters for width and height) and the color of the center diamond shape. (You can choose the two colors to use for the triangles — you do not need to match the colors shown, but you should match the pattern so that things that are the same color in the example are the same color in your block.) Use a quad (look it up in the [Processing API](#) to see how to use it) to draw the center diamond shape. Include comments describing the function and its parameters.

- pick convenient meanings for parameters

```
void drawHorizontalBlock(int x, int y) {
  stroke(0);
  fill(61, 224, 195);
  triangle(x + 200, y, x + 300, y + 100, x + 200, y + 200);
  triangle(x + 400, y, x + 300, y + 100, x + 400, y + 200);
}
```

```
void drawHorizontalBlock(float x, float y) {
  stroke(0);
  fill(61, 224, 195);
  triangle(x, y, x + 100, y + 100, x, y + 200);
  triangle(x + 200, y, x + 100, y + 100, x + 200, y + 200);
}
```