# **Code-Beispiele** Mögliche **Lösungen** (**AP**) und Weiteres (Projekt)

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| **// Sweden AP**  size(800,600);  background(0,80,200);  noStroke();  fill(255,200,0);  rect(200,0,100,600);  rect(0,250,800,100); | **// Switzerland AP**  size(600,600);  background(255,0,0);  noStroke();  fill(255,255,255);  rect(240,110,120,380);  rect(110,240,380,120); | **// Tschechei**  size(800,600);  noStroke();  fill(255,0,0);  rect(0,0,800,300);  fill(255);  rect(0,300,800,300);  fill(30,0,200);  triangle(0,0,400,300,0,600); |
| **// Malediven AP**  size(800,600);  background(200,0,0);  noStroke();  fill(0,130,0);  rect(50,100,700,400);  fill(255);  ellipse(480,300,270,270);  fill(0,130,0);  ellipse(540,300,270,270); | **// DISCO Switzerland**  void setup() {  size(600,600);  frameRate(5);  noStroke();  }  void draw() {  int s;  s = random(255);  background(255,random(255),random(255));  fill(s,s-50,s+100);  rect(240,110,120,380);  rect(110,240,380,120);  } | **// Konfettiregen 1 AP** (random-Befehl)  void setup() {    size(600, 600);    background(150,10,120);    smooth();    noStroke();  }  void draw() {    fill(random(255), random(255),random(255));  ellipse(random(600), random(600),25,25);  } |
| **// Kugel aus Ellipsen**  (mögl. **Lös** für Schleifen)  size (600,600);  background(255);  stroke(0);  noFill();  ellipseMode(RADIUS);  for (int a=0; a < 250; a = a+30) {  ellipse(300,300,a,250);  ellipse(300,300,250,a);  } | **// Farbverlauf \*\***  size (600,600); background(0);  for (int x=0; x<500; x=x+1) {   for (int y=0; y<500; y=y+1) {     stroke(x\*255/500,y\*255/500,x\*y\*255/25000);     point(x+50,y+50);   } } | **// Random Rect \*\*** (Adaption Sketchpad)  int i = 0;  void setup() {      background(0);      size(800, 800);      smooth();      frameRate(15);      strokeWeight(0);  }  void draw() {      fill(random(255), random(255), random(255), 100);      rect(random(i), random(i), 200,200 );      if (i < width) { i++; } else {  i = 0; }  } |
| **// Bewegte Figuren 1** (Ellipse)  int x = 0;  int y = 0;  void setup() {}  void draw() {  ellipse(x, y, 20, 20);  x++;  y++;  } | **// Bewegte Figuren 2** (roter Kreis)  int x=0  int y=0  void draw() {  rectMode(CENTER);  fill(255,0,0);  rect(x, y,60,60);  x++;  y++;  } | **// Konfettiregen 2** (Grösse variert) **AP**  void setup() {  size(600, 600);  background(255);  noStroke();  }  void draw() {    int s;  s = random(30);  fill(random(255), random(255),random(255), random(200));  ellipse(random(600), random(600),s,s);  } |
| **// Bunte Kunst 1 \*\*\*** (gleichmössig)Hintergrund weiss  size(500,500);  background(**255**);  noStroke();  float a;  a = 9;  int s;  s = random(40);  float space = width/a;  for(  float x = width/a;  x <= (a-1)\*width/a;  x = x + space  ){  for (  float y =width/a;  y <= (a-1)\*height/a;  y = y + space  ){    rectMode(CENTER);  fill(random(255),random(255),random(255),random(255));  rect(x,y,s,s);  }  } | **// Bunte Kunst 2 \*\*\*** (gleichmössig)Hintergrund schwarz  *(mögl.Lös für Schleifen)*  size(500,500);  background(**0**);  noStroke();  float a;  a = 15;  int s;  s = random(20);  float space = width/a;  for(    float x = width/a;    x <= (a-1)\*width/a;    x = x + space    ){      for (      float y =width/a;      y <= (a-1)\*height/a;      y = y + space      ){    *rectMode*(*CENTER*);      fill(random(255),80,0);      rect(x,y,s,s);      }    } | **// Transformationen \*\*\***  Rotierende Gerade (vom Zentrum aus)  void setup() {  size(300,300);  background(0);  stroke(255,20);  frameRate(5);  }    void draw() {  translate(150,150);  strokeWeight(frameCount/4);  rotate(radians(frameCount\*10));  line(0,0,100,0);  } |
| **// Rotierendes Rechteck \*\*\***  bunt  void setup() {  size(600,600);  background(255);  frameRate(25);  }    void draw() {  translate(300,300);  strokeWeight(frameCount/1);  rotate(radians(frameCount\*10));  stroke(random(255),random(255),random(255),50);  rect(300,300,40,40);  } | ***// Konzentrische Kreise 1 \*\****  *(mögl.Lös für Schleifen)*  *void setup(){*  *size (600,600);*  *background(0);*  *noFill();*  *frameRate(3);*  *stroke(100,200,180);*  *}*  *void draw(){*  *stroke(random(255),random(255),random(255));*  *for (int i=100; i<width; i+=50) {*  *ellipse (300,300,i,i);*  *}*  *stroke(random(255),random(255),random(255));*  *for (int i=50; i<width; i+=50) {*  *ellipse (150,150,i,i);*  *}*  *stroke(random(255),random(255),random(255));*  *for (int i=50; i<width; i+=50) {*  *ellipse (450,450,i,i);*  *}*  *stroke(random(255),random(255),random(255));*  *for (int i=50; i<width; i+=50) {*  *ellipse (150,450,i,i);*  *}*  *stroke(random(255),random(255),random(255));*  *for (int i=50; i<width; i+=50) {*  *ellipse (450,150,i,i);*  *}*  *}* | **// Konzentrische Kreise 2 \*\***  *(mögl.Lös für Schleifen)*  void setup(){  size (600,600);  background(255);  noFill();  frameRate(5);  strokeWeight(5);  }  void draw(){  stroke(random(255),random(255),random(255));  for (int i=100; i<width; i+=50) {  ellipse (300,300,i,i);  }  stroke((255),random(255),random(255));  for (int i=50; i<width; i+=50) {  ellipse (150,150,i,i);  }  for (int i=50; i<width; i+=50) {  ellipse (450,450,i,i);  }  for (int i=50; i<width; i+=50) {  ellipse (150,450,i,i);  }  for (int i=50; i<width; i+=50) {  ellipse (450,150,i,i);  }  } |