# **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=0int y=0void 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 weisssize(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 \*\*\***  buntvoid 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);}} |