**Introduction to Processing**

**Programming Exercise 2**

Total

/24

**Your Name in Lights**

|  |  |
| --- | --- |
|  | Sketch is named “initials.pde” |
|  | Proper use of comments |
|  | Proper Indentation |
|  | Program produces correct output |
|  | Total out of 4 |

**What Jack Built**

|  |  |
| --- | --- |
|  | Sketch is named “jack.pde” |
|  | Proper use of comments |
|  | Proper indentation |
|  | Proper use of String variables (incl name) |
|  | No manual repetition of rhyme text |
|  | Total out of 5 |

**Draw A Picture**

|  |  |
| --- | --- |
|  | Sketch is named “drawing.pde” |
|  | Proper use of comments |
|  | Proper indentation |
|  | Uses ellipse, line, rect & triangle at least twice each |
|  | Uses a least 4 greyscale or RGB colours |
|  | Proper int variables as parameters in the drawing functions (incl. name) |
|  | Display window is big enough for image |
|  | BONUS: tangram |
|  | Total out of 7 |

**Ask and Say**

|  |  |
| --- | --- |
|  | Sketch is named “ask\_and\_say.pde” |
|  | Proper use of comments |
|  | Proper use of indentation |
|  | Proper use of variables (incl name) |
|  | Proper use of Ask function |
|  | Asks at least 5 questions |
|  | Asks 3 questions before replying to user |
|  | Uses String concatenation |
|  | Total out of 8 |