J. Verlin “Make It Rain” Comp. Sci.

02/22/2017

// Initialize x and y position arrays with no values.

var xPositions = [];

var yPositions = [];

// Set up a "for" loop where a "count" variable is established in the definition. Initialize this variable at 0 and set the upper limit to the # of drops. Increment the counter variable by 1.

for(var count = 0; count<20; count++){

// Push random values between 0 and 400 for the xPositions.

xPositions.push(random(0,400));

// Push random values between 0 and 400 for the yPositions.

yPositions.push(random(0,400));

// Establish variables for 3 colors (red, green and blue) and set them = to random values between 0 and 255.

var myColorRed = random(0, 255);

var myColorGreen = random(0, 255);

var myColorBlue = random(0, 255);

}

// Set up a "draw" function to draw the raindrops.

draw = function() {

// Establish a background color.

background(204, 247, 255);

// Set up a "for" loop and in the definition, establish a counter variable.

// In the definition, set it = 0.

// Allow the loop to run so long as it is < # of elements in XPositions array.

// Increment by 1.

for (var i = 0; i < xPositions.length; i++) {

// Establish noStroke().

noStroke();

// Fill pattern: color variables established in the previous "for" loop

fill(myColorRed, myColorGreen, myColorBlue);

// Ellipse: "x" and "y" positons with respect to "for" loop counter variable.

// Establish 10-pixel widths and heights.

ellipse(xPositions[i], yPositions[i], 10, 10);

// Increment the "y" positions with respect to counter by 5.

yPositions[i] += 5;

// If the yPositions with respect to the counter variable > 400,

// return the yPositions with respect to the counter variable = 0.

if(yPositions[i]>400){

yPositions[i]=0;

}

}

// This loop is optional.

if(mouseIsPressed){

xPositions.push(random(0,400));

yPositions.push(random(0,400));

}

};

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Date:

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// Set up a "for" loop where a "count" variable is established in the definition and initialize this variable at 0 and set the upper limit to the # of drops. Increment the counter variable by 1.

// Push random values between 0 and 400 for the xPositions.

// Push random values between 0 and 400 for the yPositions.

// Establish variables for 3 colors (red, green and blue) and set them = to random values between 0 and 255.

// End this loop here.

// Set up a "draw" function to draw the raindrops.

// Establish a background color.

// Set up a "for" loop and in the definition, establish a counter variable and set it = 0. Allow the loop to run so long as it is < # of elements in XPositions array. Increment by 1.

// Establish noStroke().

// Fill pattern: color variables established in the previous "for" loop

// Ellipse: "x" and "y" positons with respect to "for" loop counter variable. Establish 10-pixel widths and heights. Increment the "y" positions with respect to counter by 5.

// Set up an “if” loop where in the definition you test the yPositions with respect to the counter variable are > 400.

// Set the yPositions with respect to the counter variable = 0 in the body.

// End the “if” loop here.

// End the “draw function here.