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:

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

// 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.