Class 2: Introduction to physical computing, Processing, arduino

What is Processing?

What is Processing good for?

```
void setup() {

  size(200, 200);//every processing patch has a user interface (it can be
empty)

  smooth(); //for antialiasing
  // Set "ink" color, font, and alignment for rendering text.
  fill(0);  // Black
  // set up the font (system default sans serif)
  textFont(createFont("SansSerif",18));
  textAlign(CENTER);
  noLoop();  // draw() executes only once
}

void draw() {
  // This is the main loop
  // Draw text to screen using the previously set font.
  text("Hello World!", width/2, height/2);
}
```

Watch: http://vimeo.com/45417241

Objects in Processing: http://processing.org/reference/

Examples in Processing: File → Examples

Processing Forums: http://forum.processing.org/

Let's make a simple game together!

Assignment 2 (Due next meeting)

- Find a cool physical computing project at http://thecreatorsproject.vice.com/en_us and be ready to talk about why you like it and how they do it in a very simple way.
- Play with Processing