Using Processing in Humanities Courses

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Weigle Information Commons
Engaging Students Through Technology Lightning Round
April 26, 2016
```java
int ball_count = 100;
int canvas_width = 700;
int canvas_height = 500;
int startx = canvas_width/2;
int starty = canvas_height/2;
float ball_min_diam = 5;
float ball_max_diam = 30;
int explosion_speed = 10;
int shield_stroke_weight = 16;
Shield myShield = new Shield();
Ball[] swarm;
ArrayList<Explosion> explosions;

void setup () {
  size(canvas_width, canvas_height);
  background(255, 255, 255);
  swarm = new Ball[ball_count];
  for (int i = 0; i < ball_count; i++) {
    swarm[i] = new Ball(startx, starty, ball_min_diam, ball_max_diam);
  }
  explosions = new ArrayList<Explosion>();
}

void loop () {
  noLoop();
}

boolean inbounds;
float arc_radius, arc_orient;

void draw () {
  background(255, 255, 255);
}
```