

## Char\_Example

```
//Example of Char
```

```
//"Entering a single Character (i.e. letter)"
```

```
//Mr. H.
```

```
//declares and initializes a char
```

```
char singleCharacter;
```

```
void setup() {  
  size(600, 600);  
}
```

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

```
  //displays text
```

```
  fill(0);
```

```
  textSize(24);
```

```
  text(singleCharacter, 20, 50);
```

```
}
```

```
//the new void enters a single letter as char
```

```
void keyPressed() {  
  singleCharacter = key;  
}
```