

Creating_a_Grid

```
//Creating a grid  
//Mr. H.
```

```
//sets and initializes the variables
```

```
int variable = 0;  
int rows = 0;  
int stage = 0;
```

```
//creates the output window
```

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

```
//displays and refreshes the text
```

```
void draw()  
{  
  if (stage == 0)  
  {  
    background(255);  
    fill(0);  
    textSize(20);  
    text("Enter a value for number of rows/columns and press return", 10, 50);  
    text(variable, 10, 80);  
  }  
}
```

```
if (stage == 1)  
{  
  background(255);  
  stroke(255,0,0);  
  for(int i = 0; i < rows ; i = i + 1)  
  {  
    line(0,i* height/rows,600,i* height/rows);  
    line(i* width/rows,0,i* width/rows,600);  
  }  
}
```

```
//enters the value to be used in the calculation
```

```
void keyPressed()  
{  
  //allows multiple digits to be entered  
  if ( key >= &apos;0&apos; && key <= &apos;9&apos; )  
  {  
    variable = variable * 10;  
    variable = variable + (key - 48);  
  }  
}
```

```
//allows you to correct a mistake entered
if ( key == BACKSPACE || key == DELETE)
{
    variable = variable / 10;
}
//sets the value of the variable to be used
if ( key == ENTER || key == RETURN)
{
    rows = variable;
    delay(1000);
    stage = 1;
}
}
```