

## **Rotating\_Arm\_Example**

//Rotating Arm

//Mr. H.

```
int degrees = 0, r = 200;
```

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

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

```
//places angle in top left corner
```

```
    fill(0);  
    textSize(16);  
    text("Angle = "+degrees+"°",10,20);
```

```
//creates a blue rotating arm
```

```
    stroke(0,0,255);  
    line(300,300,300+r*cos(radians(degrees-90)),300+r*sin(radians(degrees-90)));
```

```
//incrementing degrees causes the arm to sweep clockwise
```

```
    degrees = degrees + 1;
```

```
//ensures the angle is between 0° and 360°
```

```
if (degrees >= 360){  
    degrees = degrees - 360;  
}
```

```
}
```