Rotating_Earth

```processing
//Rotating Image of Earth
//Mr. H.

float angle = 0;
PImage Earth;

void setup() {
 size(600, 600);
 noStroke();
 Earth = loadImage("earth_top_view.jpg");
 Earth.resize(250,250);
}

void draw() {
 background(5);
 textSize(24);
 textAlign(CENTER);
 fill(255);
 text("Rotating An Image",width/2,50);

 //isolate the code between them
 pushMatrix();

 //must translate to rotate around center of window
 translate(width/2, height/2);

 //rotation of angle in radians
 rotate(radians(angle));

 //centers image of Earth at (0,0)
 image(Earth,-125,-125);
 popMatrix();

 //angle must decrement for sun to rise in the east
 angle = angle - 0.25;
 fill(255);
 text("Angle = "+int(angle)+"°",width/2,550);

 //states coterminal angle between 0° and 360°
 if (angle <= 0){
   angle = angle + 360;
 }

}
```