

## Rotating Shapes\_Basic\_

//Rotating Shapes (Basic)

//Mr. H.

float angle;

```
void setup() {  
  size(600, 600);  
  noStroke();  
  fill(255);  
  rectMode(CENTER);  
}
```

```
void draw() {  
  background(51);
```

```
  //rotations occur around top left corner  
  //must translate to rotate around center of window  
  translate(width/2, height/2);
```

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

```
  //creates a white square in center of window  
  fill(255);  
  rect(0, 0, 240, 240);
```

```
  //places text on top of white square  
  fill(0);  
  textSize(24);  
  textAlign(CENTER);  
  text("Press Mouse", 0, -30);  
  text("To", 0, 0);  
  text("Reverse Rotation", 0, 30);
```

```
  //increments angle if mouse is pressed  
  if (mousePressed) {  
    angle = angle - 1;  
  } else {  
    angle = angle + 1;  
  }  
}
```