

Stage_Example_Improved_

```
//Stage Example (Improved)
```

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

```
//Create a "stage" variable and initialize at zero
```

```
int stage = 0;
```

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

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

```
  //Stage options
```

```
  if (stage == 0) {  
    text("First Page", width/2, 50);  
  }
```

```
  if (stage == 1) {  
    text("Second Page", width/2, 50);  
  }
```

```
  if (stage == 2) {  
    text("Third Page", width/2, 50);  
  }
```

```
  //create black button text centered on page
```

```
  text("Button", width/2, height/2);
```

```
  //make button interactive
```

```
  noFill();
```

```
  if (mouseX >= 270 && mouseX <= 330 && mouseY >= 280 && mouseY <= 310) {
```

```
    //makes button turn pink when hovering over it
```

```
    fill(255, 150, 150);
```

```
    if (mousePressed) {
```

```
      stage = stage + 1;
```

```
      //makes button turn red when pushed
```

```
      fill(255, 0, 0);
```

```
    }
```

```
  }
```

```
  //draw button shape in the center of the page
```

```
  //this step must occur after the different "fill()" commands above
```

```
  rect(270, 280, 60, 30, 30);
```

```
//create black button text centered on page
fill(0);
textSize(16);
textAlign(CENTER);
text("Button", width/2, height/2);

//adds a 200 millisecond delay
delay(200);

//reset stage to zero if maximum stage reached
if (stage == 3) {
  stage = 0;
}
}
```