

Stage_Example

```
//Stage Example
```

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

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

```
int stage = 0;
```

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

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

```
  
  //adds a 300 millisecond delay
```

```
  delay(300);
```

```
  
  //Define text parameters
```

```
  fill(0);
```

```
  textSize(16);
```

```
  textAlign(CENTER);
```

```
  
  //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 && mousePressed){
```

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

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

```
  }
```

```
  
  //draw button shape around text
```

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

```
//reset stage to zero if maximum stage reached
```

```
if (stage == 3){
```

```
    stage = 0;
```

```
}
```

```
}
```