Temperature_Output_on_Screen

```processing
//Temperature Conversion Celcius to Farenheit
//Mr. H.

int variable=0;
float temperature;
PFont font;

void setup() {
 size(600, 600);
 font=createFont("Arial", 16, true);
 background(255);
 textFont(font, 16);
 fill(0);
 text("Enter a temperature in degrees celcius and press enter.", 10, 50);
}

void draw() {
}

void keyPressed() {
 if ( key >= '0' && key <= '9' ) {
   variable*=10;
   variable+=key-48;
 }
 if ( key == BACKSPACE || key == DELETE ) {
   variable/=10;
 }
 if ( key == ENTER || key == RETURN ) {
   // Use value.
   temperature = 1.8*variable + 32;
 }
 background(255);
 fill(0);
 text("Enter a temperature in degrees celcius and press enter.",10,50);
 text(variable, 10, 120);
 text("The temperature in Farenheit is "+temperature, 10, 200);
}
```