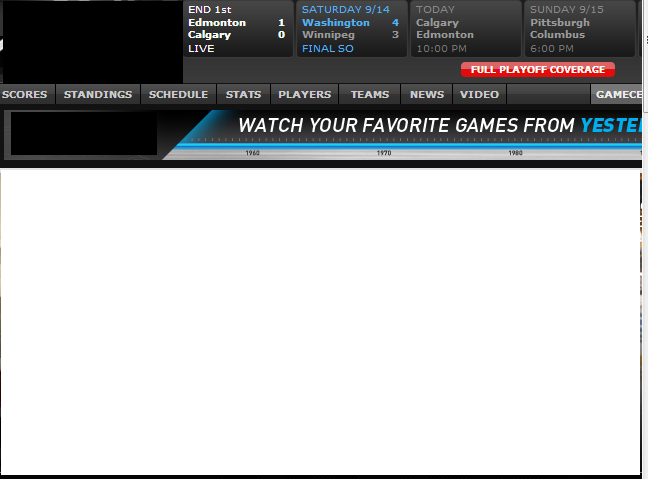
Processing Assignment 4 - Team Points

Create a Processing program called ***Assignment4Points***to keep track of points in a competition such as a Music Competition or a Sports League.  In sports, the general rule is that a win is worth 2 points (we will assume there are no ties, no overtime, etc.).  For other types of competition, you will need to come up with another sort of competition (perhaps an average score of several judges).



Step 1 – Pictures

a)   Set up your window to be 800,600 to start.  You can adjust this size later if it helps with the look of the window.

b)  Add the leaguepage.png image from <http://www.mikula.ca/files/leaguepage.png> (or another background of your choice), placing it at zero, zero.  You can adjust its size if necessary.

d) Add a second image to your page (the leaguepage.png file has a space in the top left for a league logo.

Step 2 - Set up Team Names

a) Create a String variable called team1name.

b) Put the name of a team into the variable

c) Repeat the above for 2 more teams.  Use team2name and team3name.

Step 3 - Set Up Wins and Losses (or judges’ scores, or whatever else you decided)

Create int variables for the wins and losses of **3 teams** and decide how many wins and losses each should have.  For example:

*int team1Wins;*

*team1Wins = 9;*

*int team1Losses;*

*team1Losses= 7;        (do this for all 3 teams)*

Step 4 - Calculate Points

Create 3 more int variables that store the total points for each team (such as team1Points). **The points must be calculated using a formula.**

One formula for calculating total points is wins \* 2.  Make sure you use the appropriate team#wins variable.

Step 5 - Print Titles

a) Adding a font is optional

b) Print a title line for a table that you will fill with stats.

For a sports league, it might look like:

*Team                 Wins                Losses                        Points*

For a music competition, it might look like:

*Team                Judge 1                Judge 2                        Average*

Step 6 - Print all statistics

Using the variables, fill out the statistics table. Overall, your table should look similar to the following:

***Team                Wins Losses Points***

*Eskimos 9 7 18*

*Argos 6 10 12*

*Stampeders 2 14 4*

Step 7

To ensure you did everything correctly, change the number of wins for a couple of teams (give them a few more wins). Then rerun the program and pay attention to the point total of the changed teams.  If the points do not change automatically, you have set something up incorrectly (you probably did not use the variables in a formula for calculating points).

Evaluation

I will be checking out the following:

* does the program work?
* proper set up and use of variables
* good use of text statements (does the stats table look like a table, etc.)

Setting up variables 60%

Printing Table 40%