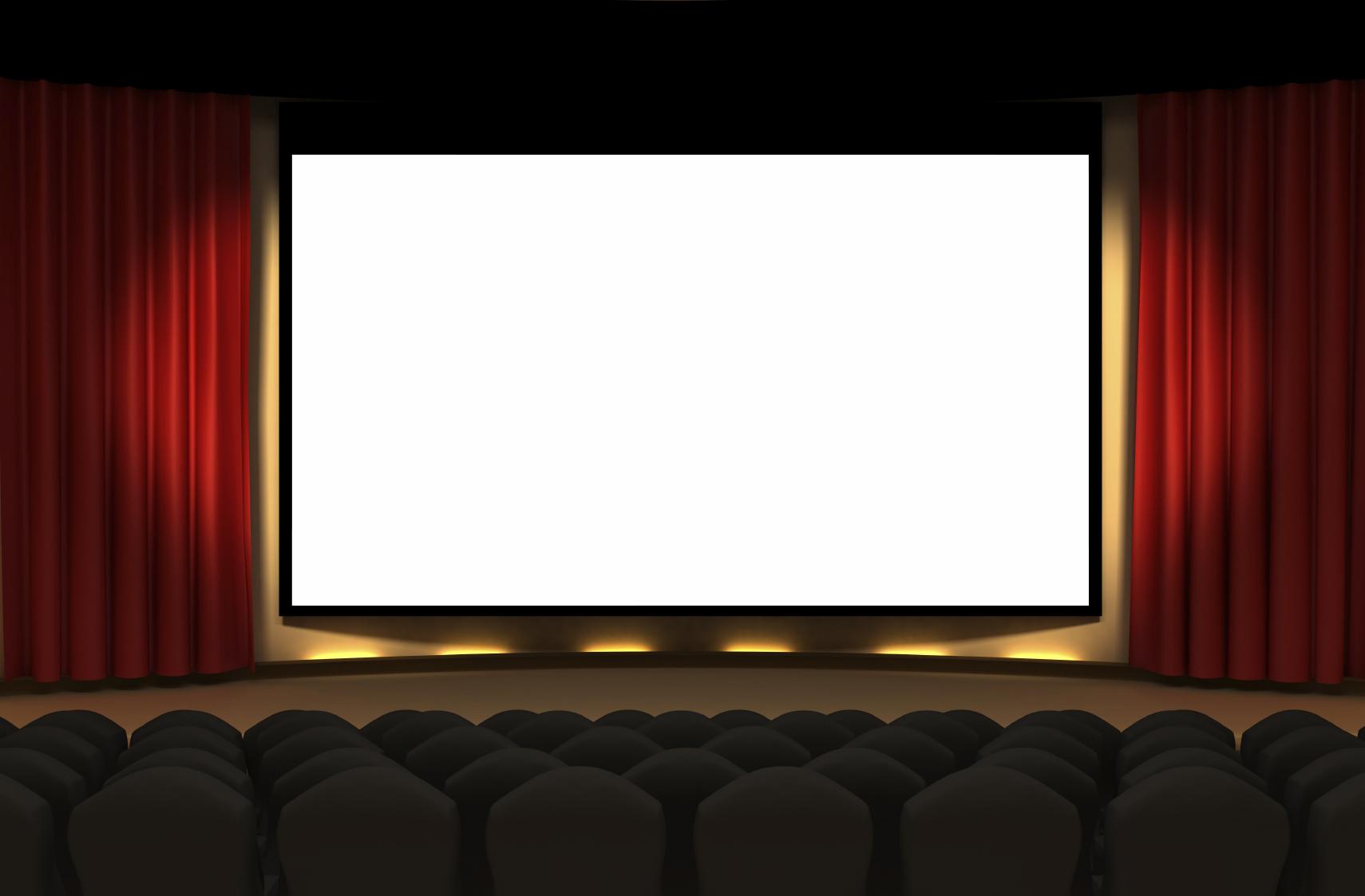
Processing Assignment 5 – Slideshow



This assignment will test the following skills:

* Using a variable to track a picture number
* Altering that variable with a mouse click
* Using several if statements to test the variable and choose the proper picture

Make your slide show about something you are interested in.  In other words:

* If you are into a sport, make it about your favourite pro players…or pretend you are a coach who is showing pictures of set plays or drills
* If you are a fan of a particular TV show, dedicate a picture to each character
* etc.

The Challenge

Create a slide show that is triggered by a mouse press:

* 1. Write the code necessary to place the first picture on the screen.
  2. Then, every time a viewer clicks the mouse, the picture rotates through the five pictures, starting again at the first after the last.

**How?** Add one to the variable each time the mouse is pressed. Then use a series of if (and/or else if) statements to place the right picture onto the screen.

Once the pictures are working, add some text to go with each picture.

Set Up Steps

1. Create a variable that will track the picture number.  
     
   Here is some sample code to help set up your file.

*int picNumber = 1;*

*void setup(){*

*//just put in the size*

*}*

*void draw(){*

*//display the background image*

*//multipart if statement to display the correct picture*

*}*

*void mousePressed(){*

*//see the clickCount example*

*}*

1. Add 3-5 images to your program, but do not place them onto the screen yet.
2. Import a picture of a theatre / TV screen / etc. (such as the one above) that you will place your pictures on.