



part #2

créactifs!

## PROGRAMMATION : Méthode (aka fonction)

```
void draw () {
```

```
    int mavariabtemp = 10;
```

```
    int x = maMethodel ( mavariabtemp, 5 );
```

```
    int y = maMethodel ( mavariabtemp, -5 );
```

```
    // code
```

```
    maMethode2 ();
```

```
    // code
```

```
}
```

```
int maMethodel ( int i, int m ) {
```

```
    // code à exécuter
```

```
    return i * m;
```

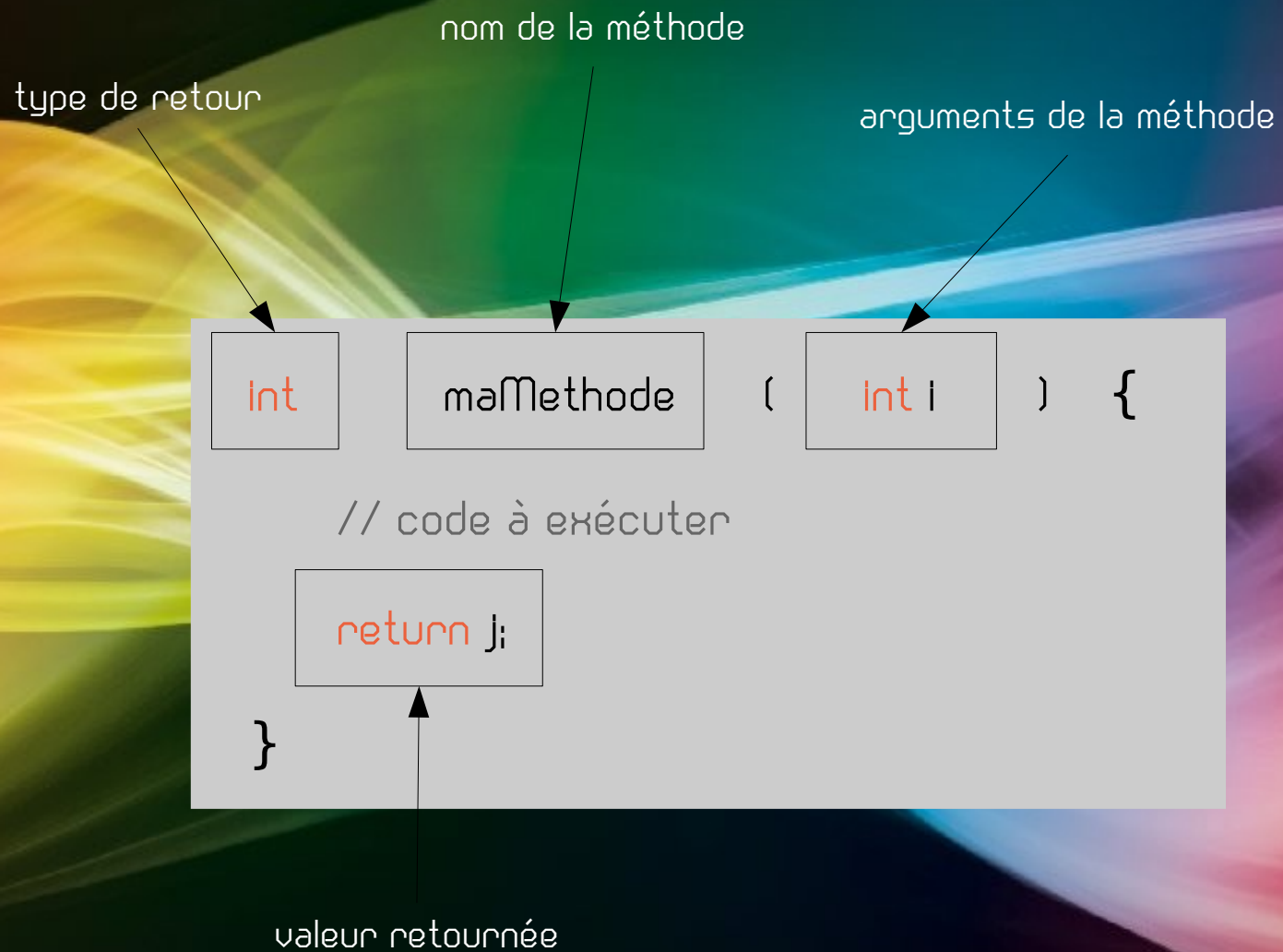
```
}
```

```
void maMethode2 () {
```

```
    // code à exécuter
```

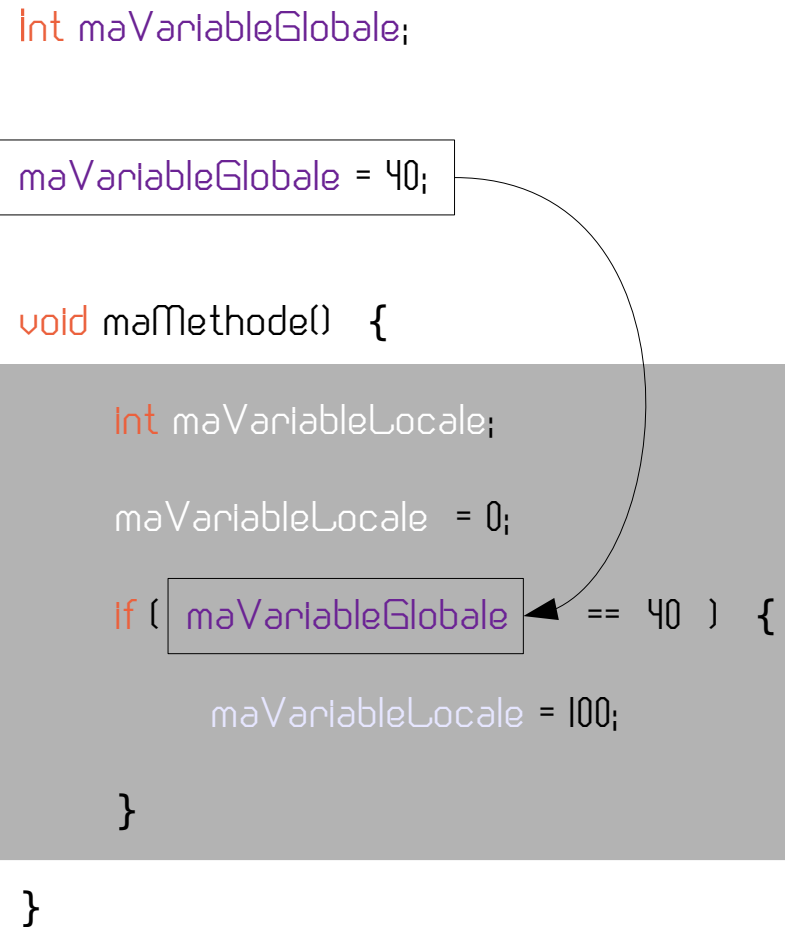
```
}
```

# PROGRAMMATION : Méthode (aka fonction)



CODE

```
int maVariableGlobale;  
  
maVariableGlobale = 40;  
  
void maMethod() {  
    int maVariableLocale;  
    maVariableLocale = 0;  
    if ( maVariableGlobale == 40 ) {  
        maVariableLocale = 100;  
    }  
}
```



int

nombre entier  
de: -2.147.483.648 à 2.147.483.648

float

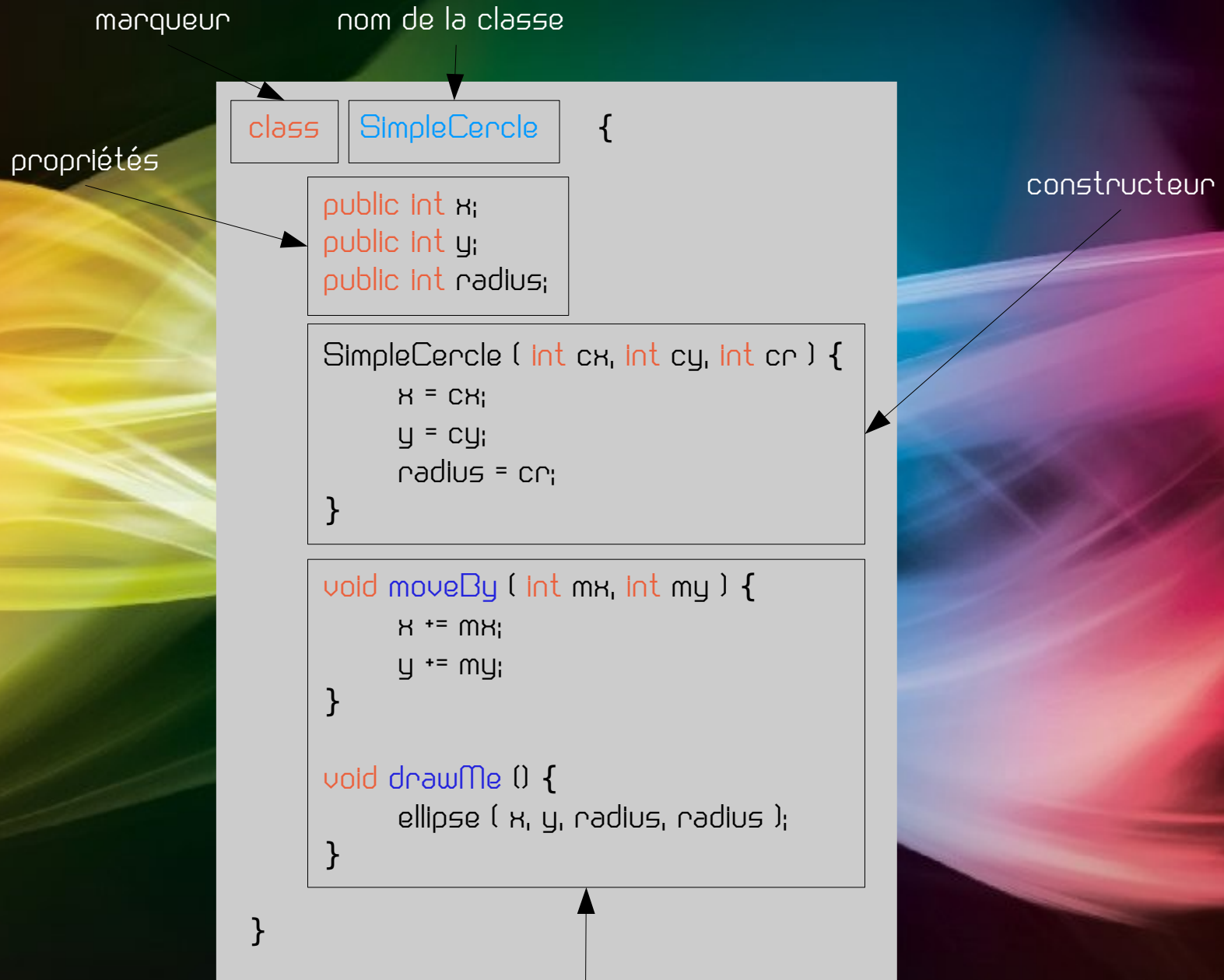
nombre à virgule flottante  
de  $-3,40282347^{e38}$  à  $3,40282347^{e38}$

boolean

boolean  
`true` OU `false`

String

chaîne de caractère  
ex: `"abc"`



## CLASSE

```

class SimpleCercle {

    public int x;
    public int y;
    public int radius;

    SimpleCercle ( int cx, int cy, int cr ) {
        x = cx;
        y = cy;
        radius = cr;
    }

    void moveBy ( int mx, int my ) {
        x += mx;
        y += my;
    }

    void drawMe () {
        ellipse ( x, y, radius, radius );
    }

}

```

```

SimpleCercle simplecercleA;
SimpleCercle simplecercleB;
SimpleCercle simplecercleC;

```

```

void setup()

```

```

    simplecercleA = new SimpleCercle ( 10 , 10 , 10 );
    simplecercleB = new SimpleCercle ( 20 , 10 , 8 );
    simplecercleC = new SimpleCercle ( 30 , 10 , 5 );

```

```

void draw () {

```

```

    simplecercleA.moveBy ( 1 , 1 );
    simplecercleB.moveBy ( 1 , -1 );
    simplecercleC.moveBy ( 2 , 1 );

```

```

    simplecercleA.drawMe();
    simplecercleB.drawMe();
    simplecercleC.drawMe();

```

```

}

```