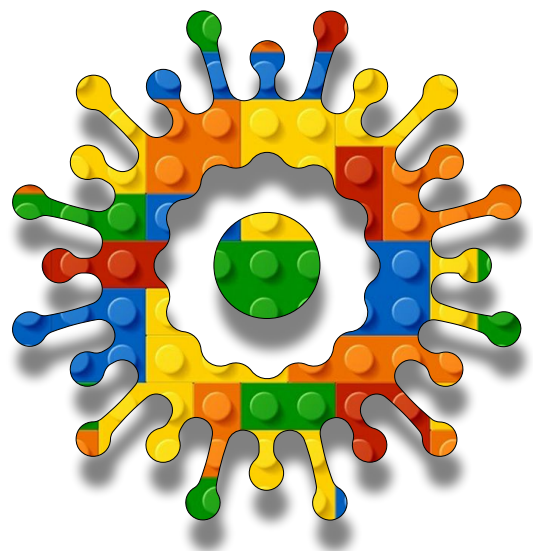


Algorithmic  
Intelligence  
Module A  
Unit #8  
p5.js code  
snippets 2





## Module A Unit #8 snippets 2

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## Introduction to p5.js code snippets part 2

Some more useful snippets and information relevant to the next module. Just work through them, play, experiment, and make sure you can follow the logic. Create something interesting yourself; it is the best way to learn.

We will be exploring how to incorporate video into our coding, in particular the webcam (if you have one), and also what we can do to all the pixels on the canvas.



## Sketch A8.1 strings

We have floats (numbers with a decimal place) and integers (numbers without a decimal place, whole numbers). Another data type is the **string**, which is either a letter, word, series of letters (and numbers), or even a number. It is then treated as text rather than an integer or a float. A **string** will have speech marks. You can usually use either single or double speech marks but never both in the same string. We will use it as a single letter or as a word or phrase.

```
function setup()
{
  createCanvas(400, 400)
}

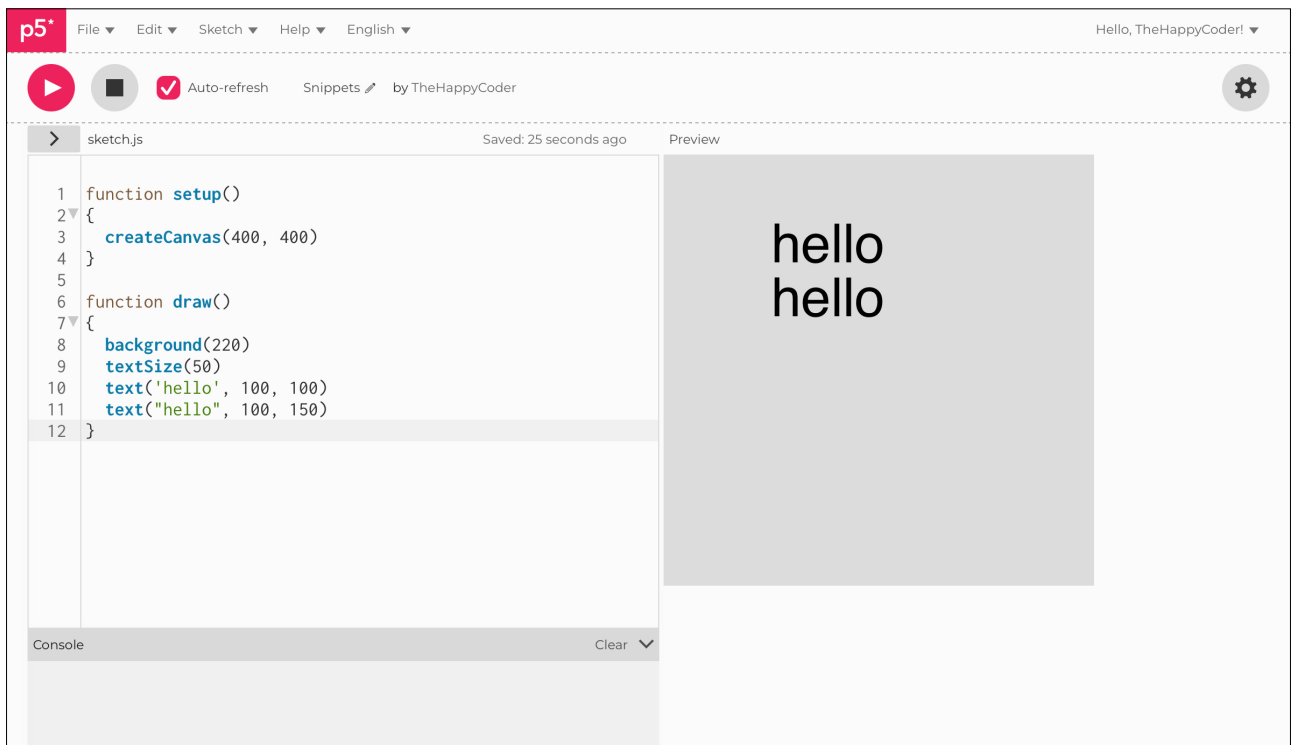
function draw()
{
  background(220)
  textSize(50)
  text('hello', 100, 100)
  text("hello", 100, 150)
}
```



### Notes

Either single or double speech marks work.

Figure A8.1





## Sketch A8.2 adding two strings

We can add strings together.

```
function setup()
{
  createCanvas(400, 400)
}

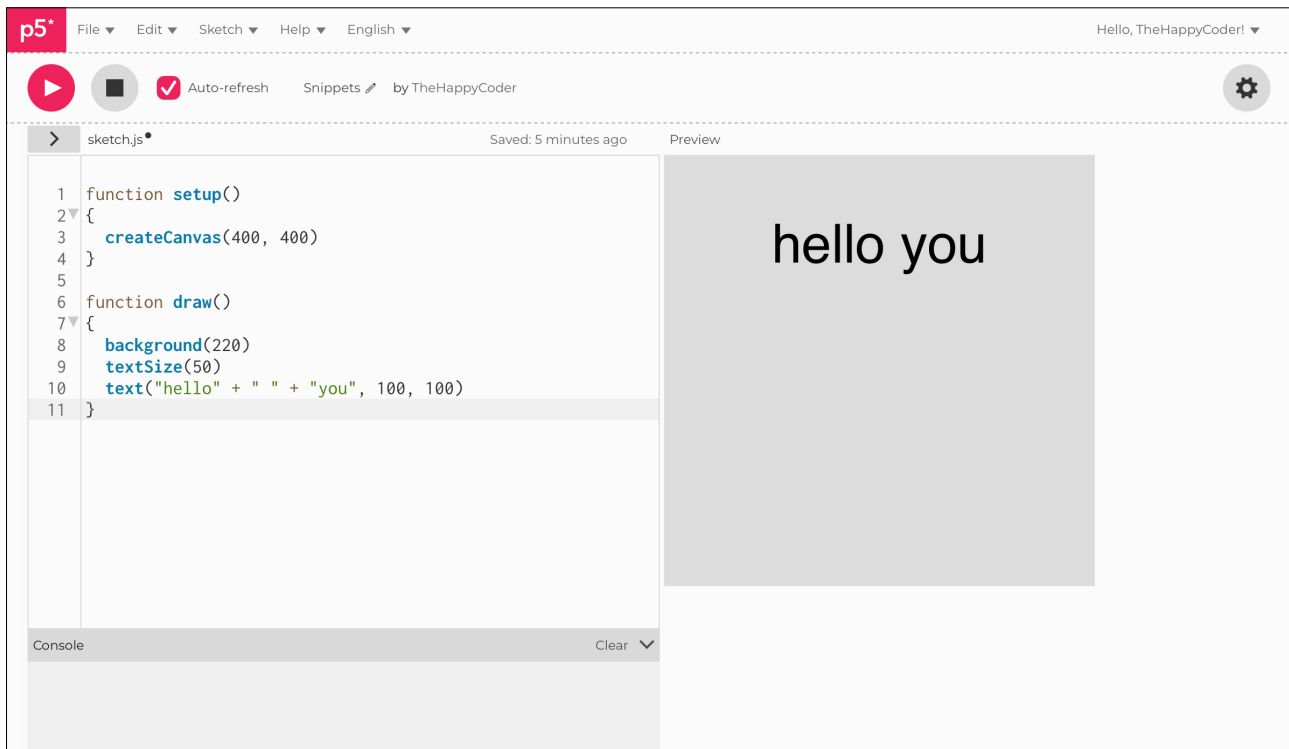
function draw()
{
  background(220)
  textSize(50)
  text("hello" + " " + "you", 100, 100)
}
```



### Notes

Just adding two strings together leaves no gap, so leave an empty string in between.

Figure A8.2





## Sketch A8.3 strings as variables

### ! Starting a new sketch

When we include a number and treat it as a string, it does not behave like a number anymore (except in certain situations).

```
let x = "20"  
let y  
  
function setup()  
{  
  createCanvas(400, 400)  
}  
  
function draw()  
{  
  background(220)  
  textSize(50)  
  y = x + 16  
  text(x, 100, 100)  
  text(y, 100, 150)  
  text(x + y, 100, 200)  
}
```



### Notes

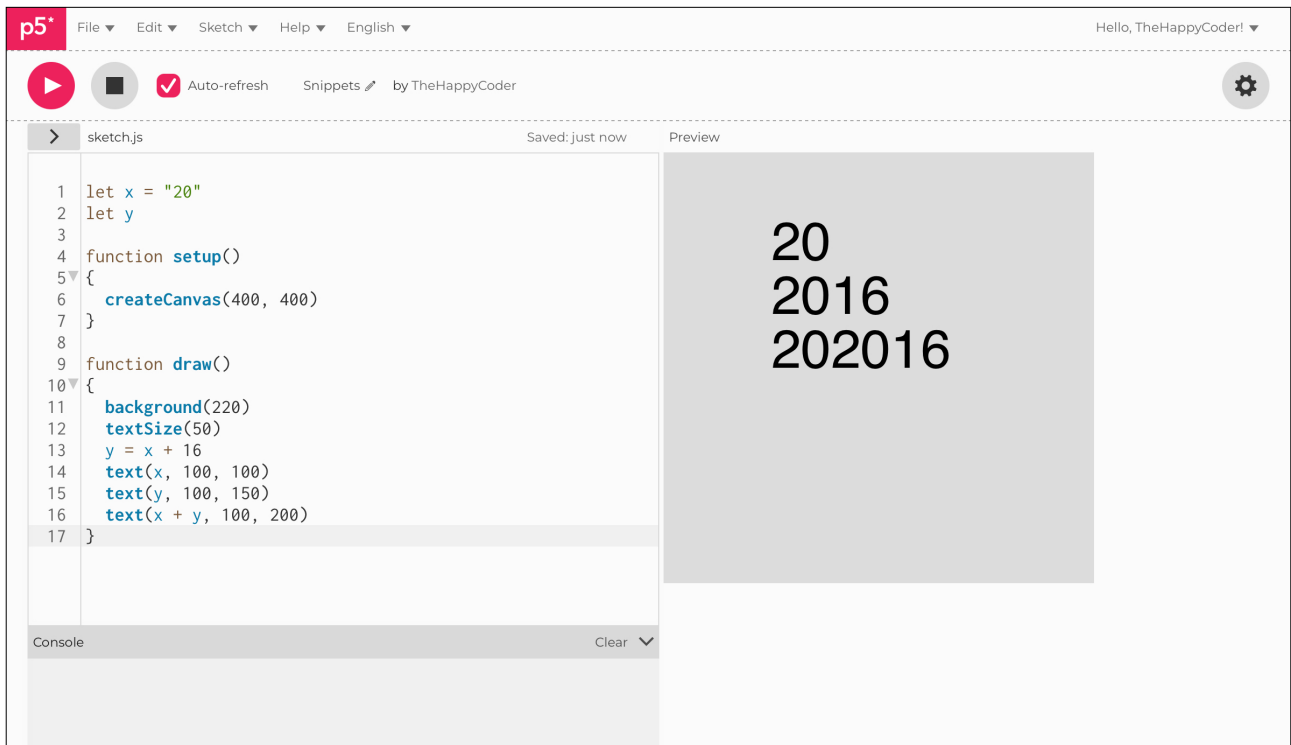
They behave quite differently.



### Challenge

Play around with this concept and get used to how strings and integers work. Be careful, as strings can suddenly start behaving as integers or floats.

Figure A8.3





## Sketch A8.4 the keyPressed() function

### ! Starting a new sketch

You can use the keyboard as well as the mouse to interact with the sketch. Here we change the colour of the circle from black to white and back again by pressing the **w** key for white fill, and the **b** key for black fill.

! You do need to click on the canvas after you have, otherwise it will think you are still typing your code.

```
let value = 0

function setup()
{
  createCanvas(400, 400)
}

function draw()
{
  background(200)
  fill(value)
  circle(width/2, height/2, 200)
}

function keyPressed()
{
  if (key === 'w')
  {
    value = 255
  }
  else if (key === 'b')
  {
    value = 0
  }
}
```

## Notes

This only accepts lowercase. If that is a problem whereby there might be a mixture of uppercase and lowercase, then we can use another function to always make it uppercase.

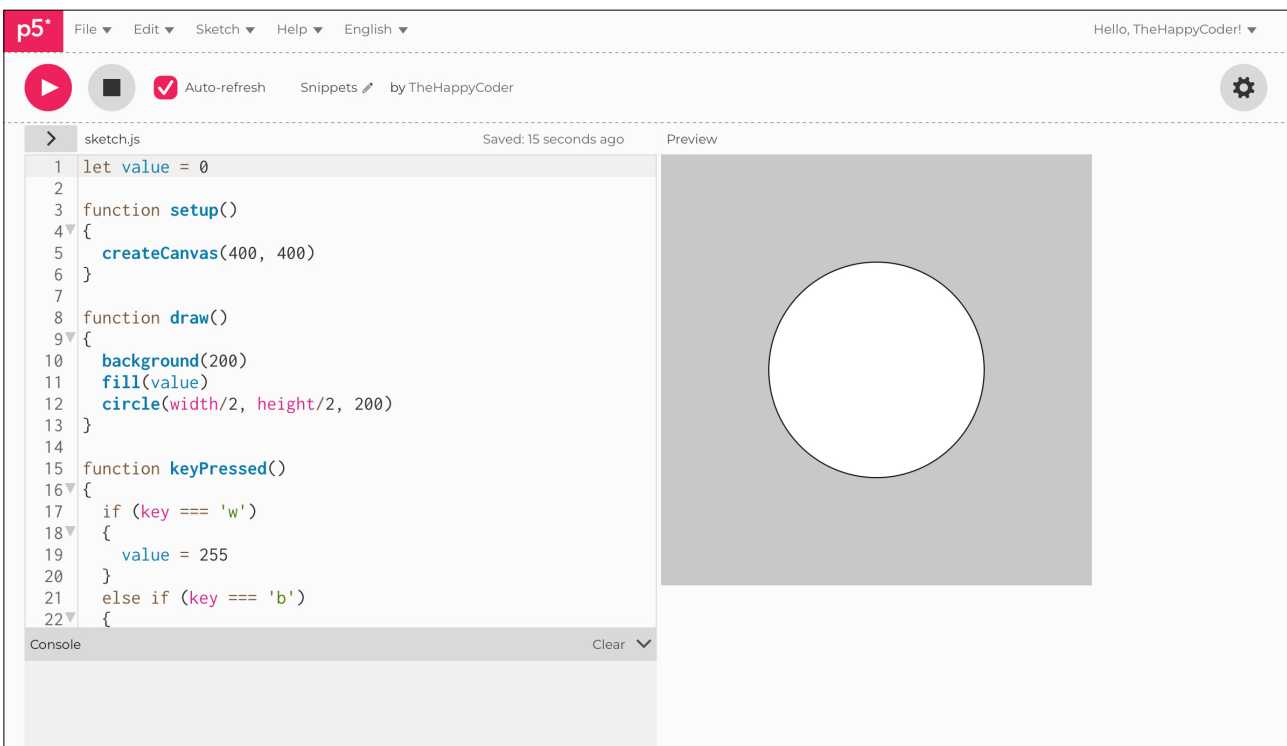
## Challenge

Try other letters or use ENTER or LEFT\_ARROW as the keys.

## Code Explanation

function keyPressed()	Waits for a key to be pressed
if (key === 'w')	If the lowercase w is pressed
else if (key === 'b')	Or the lowercase b is pressed

Figure A8.4





## What is the difference between == versus ===

In JavaScript, both `==` and `===` are used to compare values, but they have subtle differences, although most of the time either will work.

### `==` (Loose Equality)

Compares values after performing type coercion (automatic conversion between data types). For example, `'5' == 5` will evaluate to true because JavaScript converts the string "5" to the number 5 before comparison.

### `===` (Strict Equality)

Compares both the values and the data types of the operands. For example, `'5' === 5` will evaluate to false because the data types are different (string and number).

Use `===` whenever possible, as it provides stricter and more predictable comparisons. Use `==` only when you specifically intend to perform type coercion. By using `===`, you can avoid unexpected behaviour and write more robust and maintainable JavaScript code.

This may seem academic, but there is a difference, even if it sometimes feels a subtle one. I just wanted you to be aware that there is a difference and a reason behind there being sometimes a `==` sign and at other times a `===`. If unsure, just use `==` unless you find there is a problem.



## Sketch A8.5 the colour color() function

! Starting a new sketch.

This built-in function `color()`, is very useful when you want to carry the **RGB** colour as a single variable rather than three separate variables. This is illustrated below.

```
let c

function setup()
{
  createCanvas(400, 400)
  c = color(255, 204, 0)
}

function draw()
{
  background(220)
  fill(c)
  circle(width/2, height/2, 200)
}
```



### Notes

The above example simply carries the **RGB** in a single variable.



### Challenges

1. Try other colours.
2. Try some alpha.

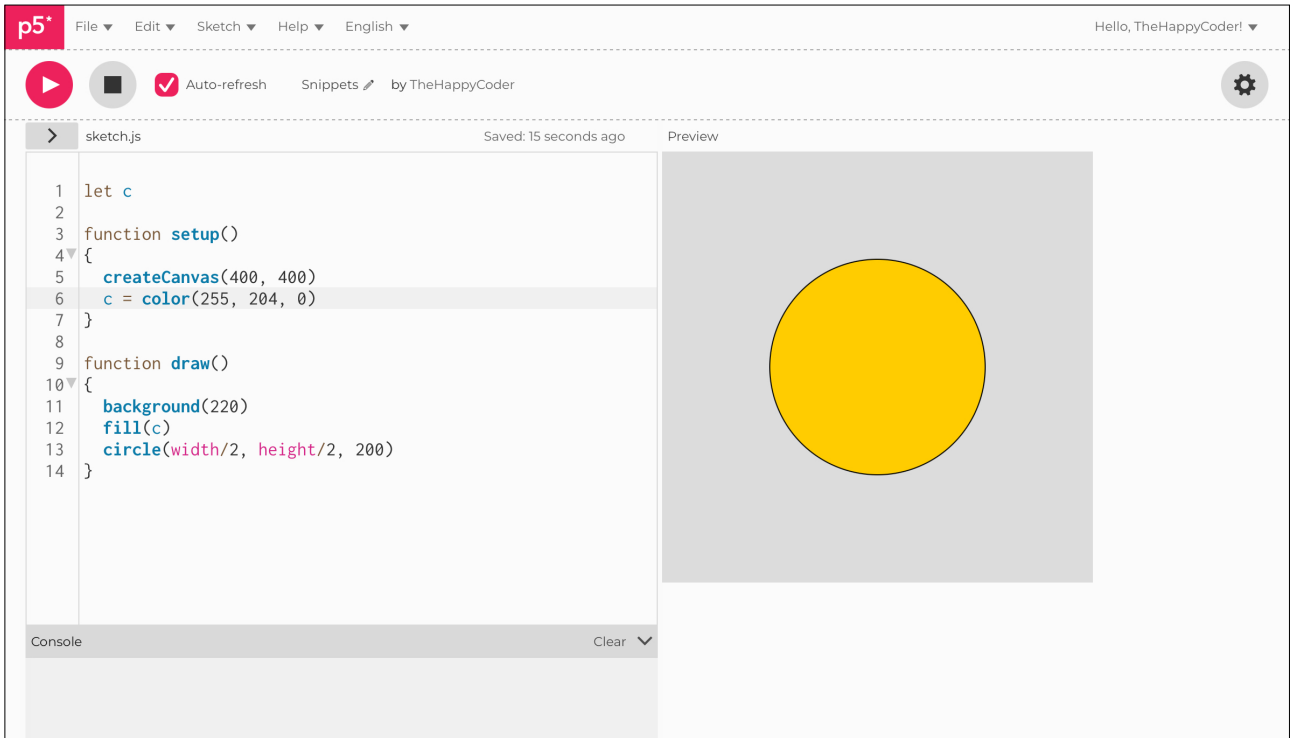


### Code Explanation

```
c = color(255, 204, 0)
```

The variable holds the three rgb values

Figure A8.5





## Sketch A8.6 sliders

### ! Starting a new sketch

A slider is another useful interactive element we can use alongside the button already covered.

```
let slider

function setup()
{
  createCanvas(400, 400)
  slider = createSlider(0, 255, 0)
  slider.position(100, 50)
  slider.size(200)
}

function draw()
{
  background(150)
  let c = slider.value()
  fill(c)
  circle(width/2, height/2, 200)
}
```



### Notes

This just gives us a greyscale value to fill the circle.



### Challenges

1. Have three sliders, one for each **R**, **G**, and **B**.
2. Move the slider around, with different sizes and values (min, max, and initial values).



### Code Explanation

<code>let slider</code>	Slider variable name
<code>slider = createSlider(0, 255, 0)</code>	Creating the slider, with the minimum value, the maximum value and the initial starting value
<code>slider.position(100, 50)</code>	Where to position it on the canvas
<code>slider.size(200)</code>	The size of the slider
<code>let c = slider.value()</code>	Taking the value of the slider

Figure A8.6a

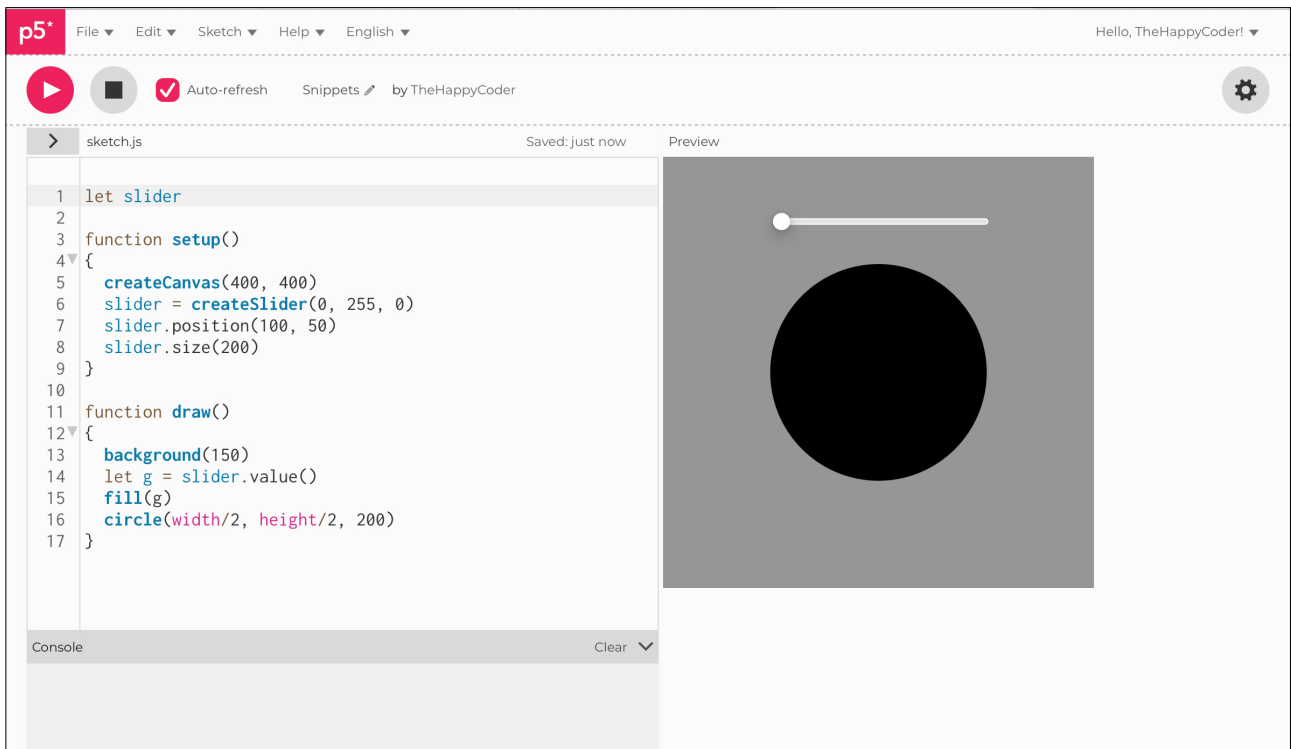
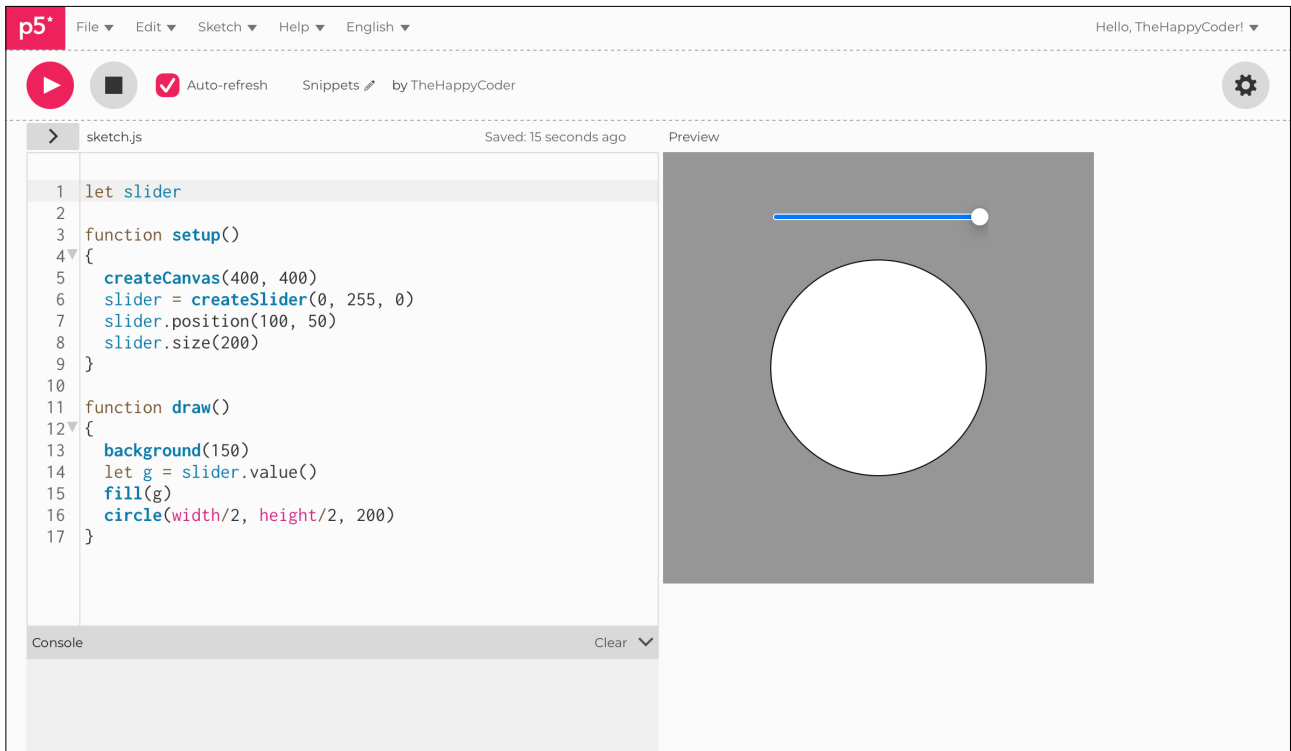


Figure A8.6b





## Sketch A8.7 another shape, the square

! Starting a new sketch

Introducing the `square`, we have drawn it in the centre of the canvas with a side length of `100` pixels.

```
function setup()
{
  createCanvas(400, 400)
}

function draw()
{
  background(220)
  square(width/2, height/2, 100)
}
```



### Notes

You will notice that, although we gave it the co-ordinates for the centre, it drew the square with the top left-hand corner in the middle of the canvas.



### Challenge

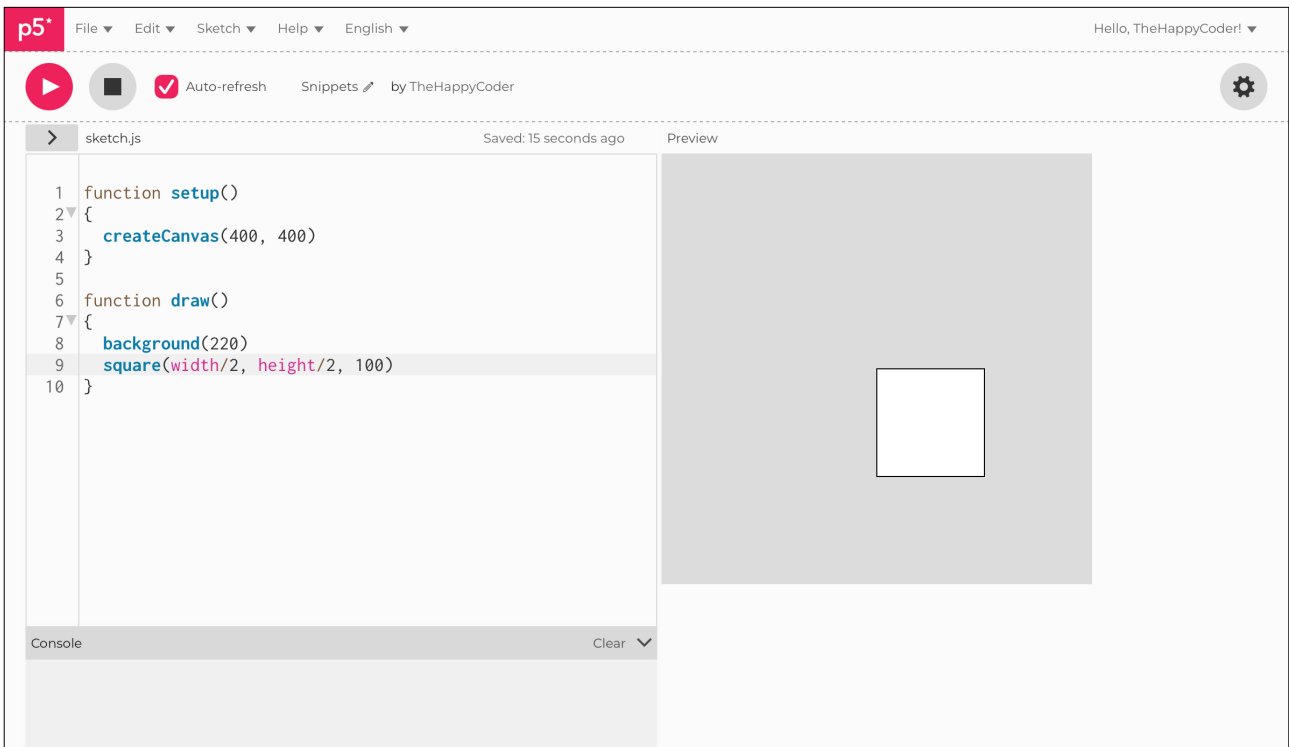
How do you think you could change that so that the square is in the middle?



### Code Explanation

<code>square(width/2, height/2, 100)</code>	Square in the middle of the canvas with a side length of 100
---	--

Figure A8.7





## Sketch A8.8 the centre of the square

We can add a function called `rectMode()` that can move the origin co-ordinates of the `square` to the centre.

```
function setup()
{
  createCanvas(400, 400)
  rectMode(CENTER)
}

function draw()
{
  background(220)
  square(width/2, height/2, 100)
}
```



### Notes

The square is now in the middle of the canvas.



### Challenge

Draw lots of squares with different positions and dimensions.

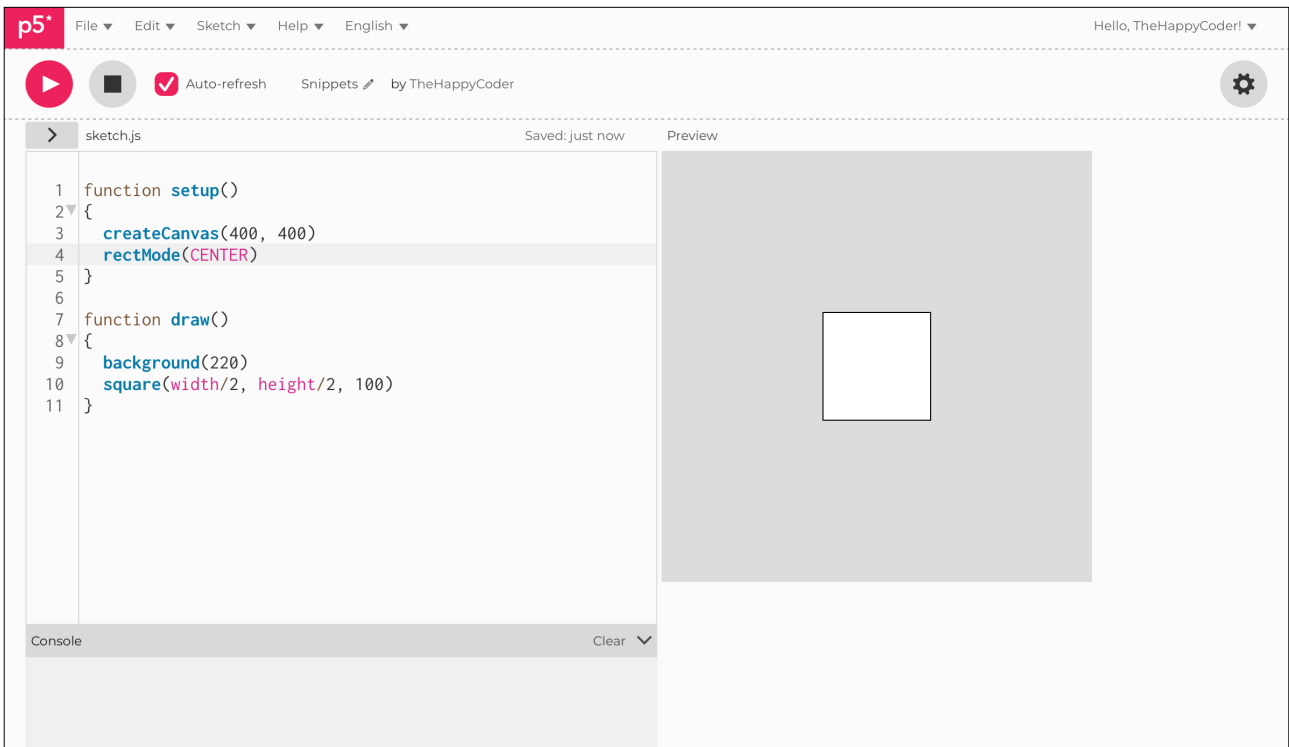


### Code Explanation

`rectMode(CENTER)`

Function to move the co-ordinates to the centre of the square

Figure A8.8





## Introduction to using the video input

We can use the built-in webcam of your computer in our code if you have one; if not, then you will need to plug one in or skip this module. Most laptops, computers, and tablets have a webcam these days. You could even use your smartphone at a push if necessary (why not?).

The image comes in the size and ratio of **640x480** pixels. We will look at ways we can integrate it into our code, and in further units, we will use the webcam for machine learning.

**!** A few of the following units use a webcam of sorts, especially the pre-trained units.



## Sketch A8.9 video capture

! Starting a new sketch

The `createCapture(VIDEO)` function will ask the computer for access to your webcam; you will need to give it permission.

```
let video

function setup()
{
  noCanvas()
  video = createCapture(VIDEO)
}
```



### Notes

The default size is `640x480` pixels displayed in the window.



### Code Explanation

<code>let video</code>	Create a variable to hold the video image
<code>noCanvas()</code>	Remove the canvas
<code>video = createCapture(VIDEO)</code>	Create the video from the webcam and attribute it to the variable

Figure A8.9

The screenshot shows the p5.js IDE interface. The top menu bar includes 'File', 'Edit', 'Sketch', 'Help', and 'English'. The user's name 'Hello, TheHappyCoder!' is visible in the top right. The main workspace is split into two panes. The left pane shows the code editor with the following code:

```
1 let video
2
3 function setup()
4 {
5   noCanvas()
6   video = createCapture(VIDEO)
7 }
```

The right pane shows a live video feed of a man with a shaved head wearing a red jacket, sitting at a desk in a room with bookshelves and a whiteboard. The interface also includes a play button, a stop button, a checked 'Auto-refresh' checkbox, and a 'Snippets by TheHappyCoder' dropdown. A console window is visible at the bottom left with a 'Clear' button.



## Sketch A8.10 returning the canvas

Replace the `noCanvas()` with `createCanvas(640, 480)` so we have a canvas that we can fill with the video image. Add the background.

```
let video

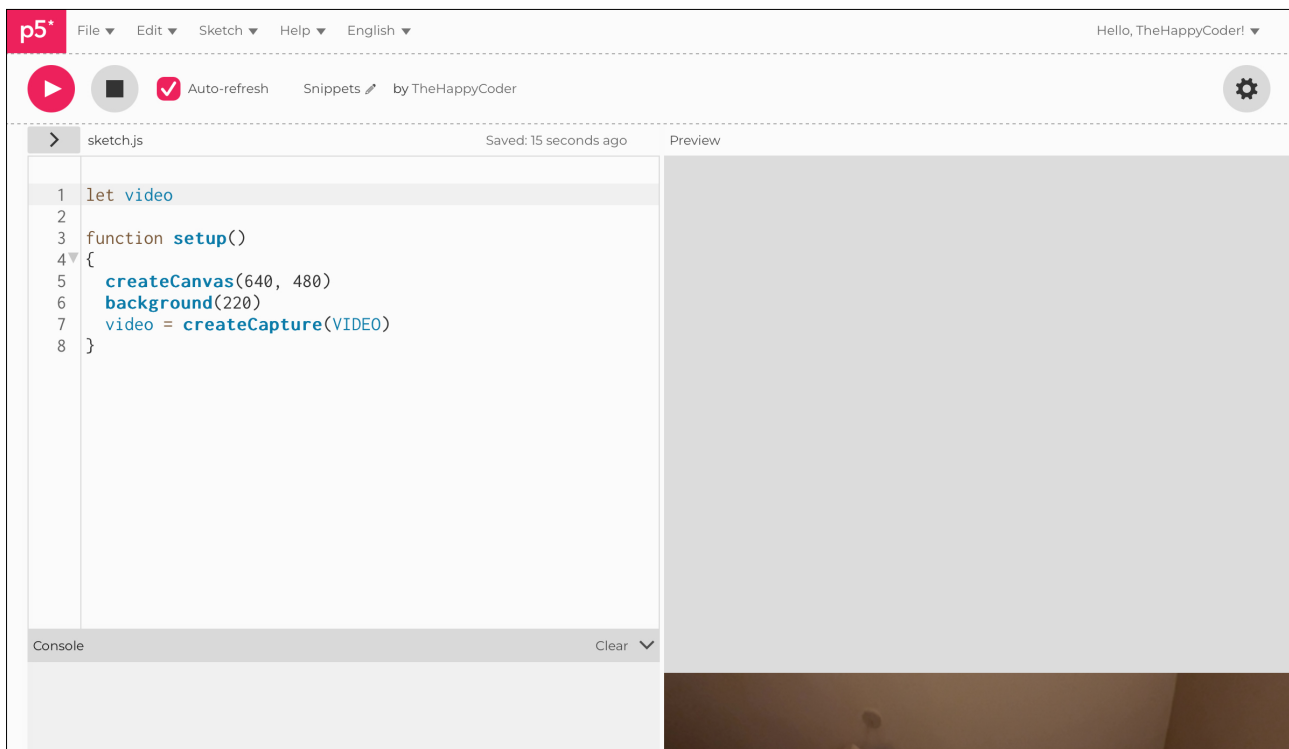
function setup()
{
  createCanvas(640, 480)
  background(220)
  video = createCapture(VIDEO)
}
```



### Notes

Unfortunately, we get the canvas with the video image below it.

Figure A8.10





## Sketch A8.11 video on the canvas

Now we are going to add the video to the canvas with the `image()` function. We set the co-ordinates to the top left-hand corner of `(0, 0)`.

```
let video

function setup()
{
  createCanvas(640, 480)
  background(220)
  video = createCapture(VIDEO)
}

function draw()
{
  image(video, 0, 0)
}
```



### Notes

This creates two images; the top one is drawn onto the canvas, and the bottom one is the live video stream.



### Challenges

1. Add dimensions to the image function: `image(video, 0, 0, 320, 240)`. You should end up with an image half the size (actually a quarter of the size!).
2. Change the co-ordinates of the image function to: `image(video, 200, 200, 320, 240)`. It has now moved it across the canvas.

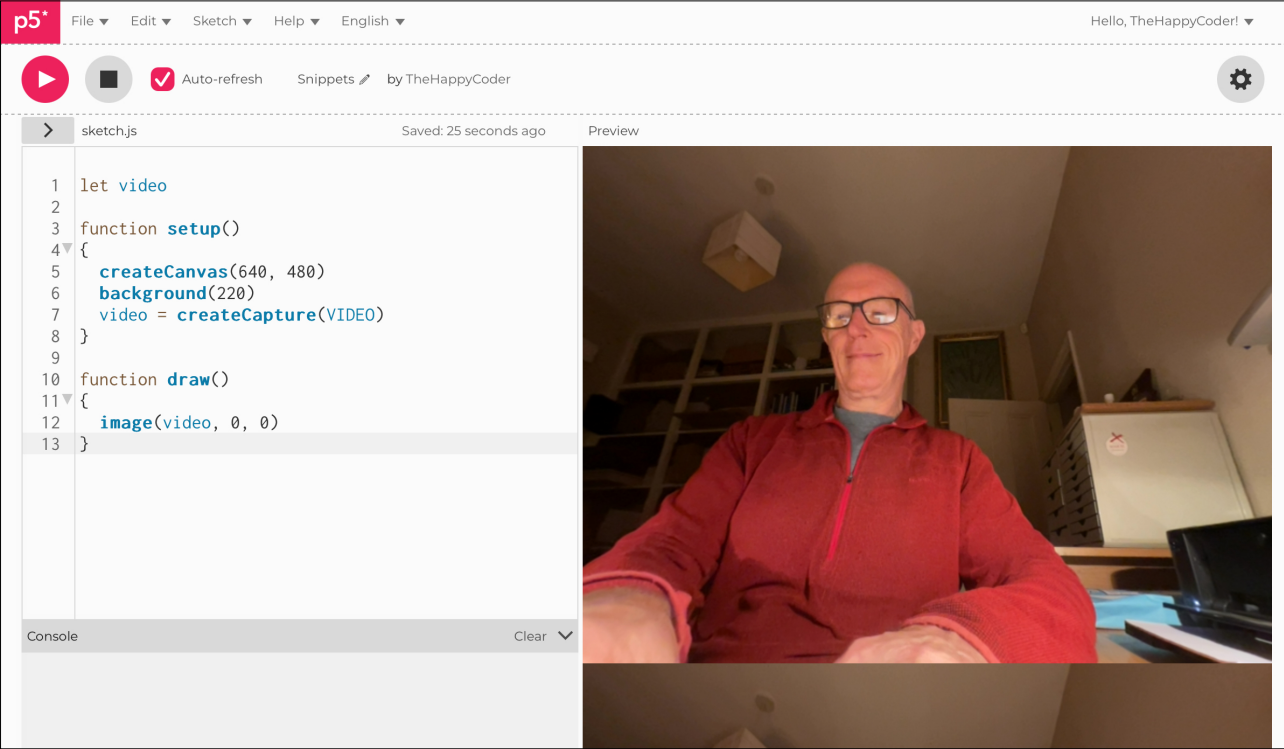


### Code Explanation

`image(video, 0, 0)`

Draws an image to the canvas, in this case it is a video and its co-ordinates are (0, 0)

Figure A8.11





## Sketch A8.12 hide the video

We can hide the video and just have it on the canvas.

```
let video

function setup()
{
  createCanvas(640, 480)
  background(220)
  video = createCapture(VIDEO)
  video.hide()
}

function draw()
{
  image(video, 0, 0)
}
```



### Notes

We now have the one video on the canvas.

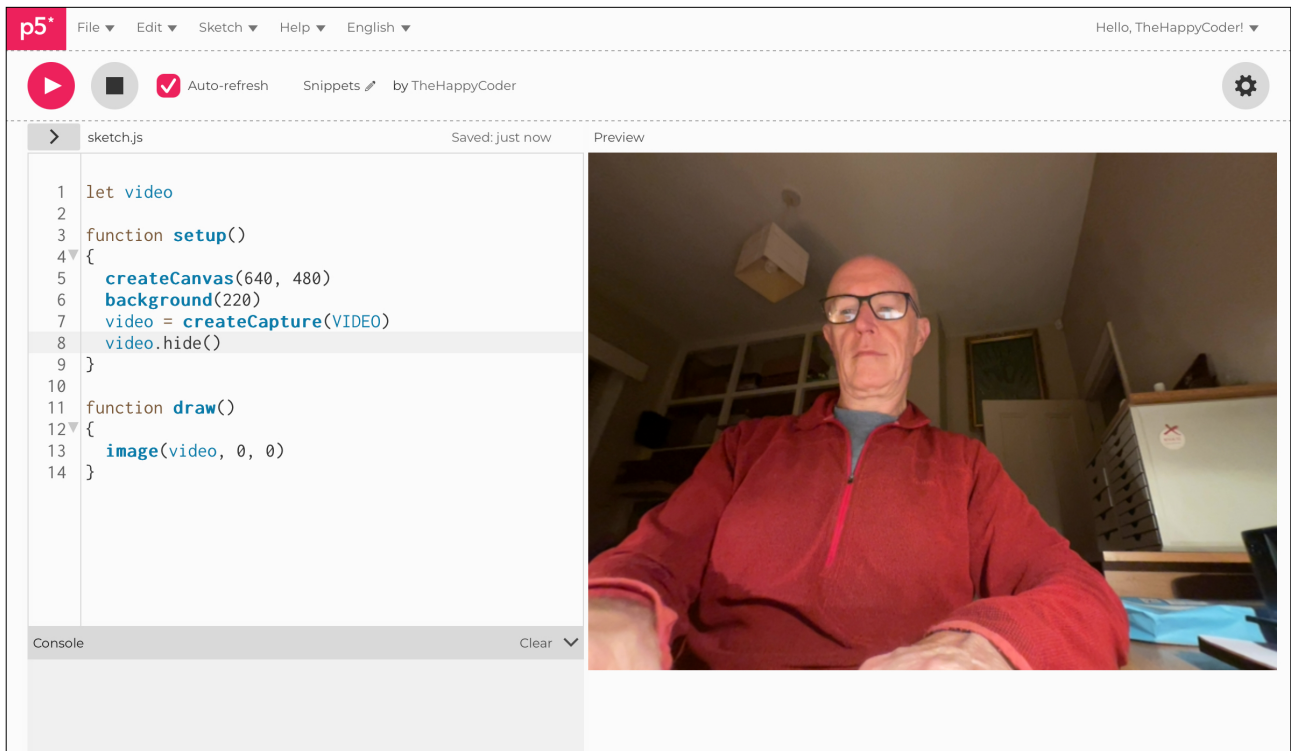


### Code Explanation

```
video.hide()
```

This hides the streaming video

Figure A8.12





## Sketch A8.13 flipping the video

We can change the video so that it mirrors your movements, as if you were looking in a mirror. This feels a little more intuitive.

```
let video

function setup()
{
  createCanvas(640, 480)
  background(220)
  video = createCapture(VIDEO, {flipped: true})
  video.hide()
}

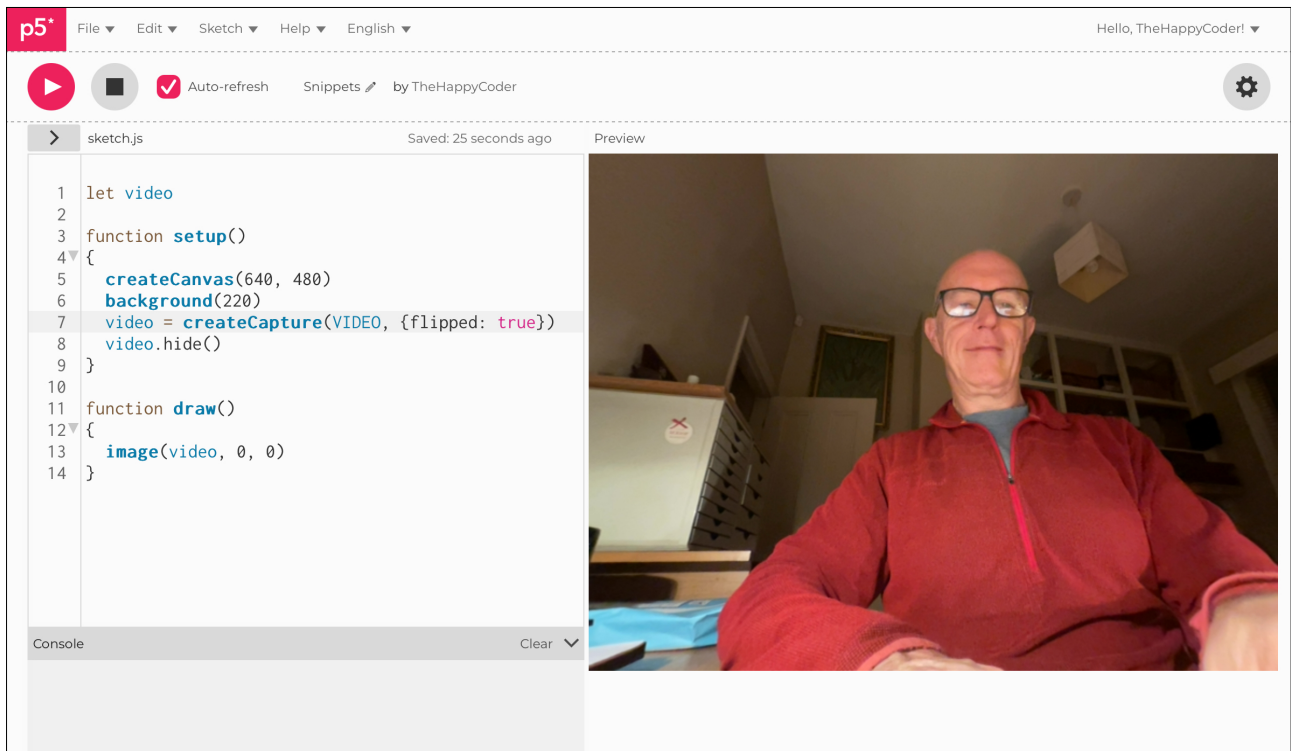
function draw()
{
  image(video, 0, 0)
}
```

### Code Explanation

```
video = createCapture(VIDEO, {flipped: true})
```

This reverses the image to make it more like a mirror

Figure A8.13





## Introduction to the pixels

A canvas is made up of lots of pixels. All are very tiny and hard to see with the naked eye. In a **400x400** canvas, there are **160,000** pixels. Each pixel has four channels: a **red**, a **green**, a **blue**, and an **alpha**. The alpha is the transparency, and all have values in the range **0** to **255**.

Yet we can manipulate the pixels and even the channels by picking out the individual elements that make up a pixel. We could take all the pixels and make them green, and so on. There are two main functions we will use: the first is called **loadPixels()**, which will look at all the pixels in the canvas or the image and store them in a pixel array (all the red, green, blue, and alpha for every pixel) in one long array (**640,000** elements). So to go from one pixel to another, we have to jump over **four** in the array.

Once we have done something to the pixels, we then use the other main function called **updatePixels()** to display the new, changed pixels on the canvas.

**!** We have to address pixel density because there are actually more channels than four with HD, more on that later.



## Sketch A8.14 new starting sketch

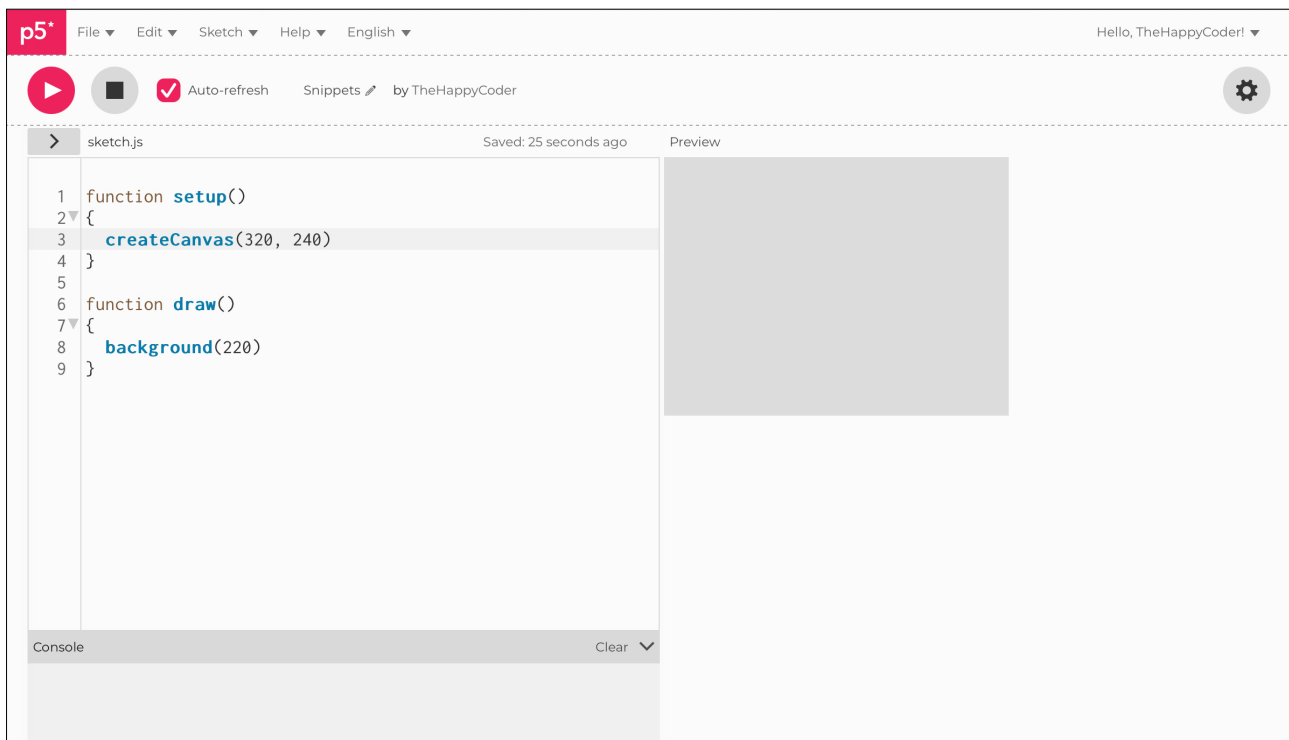
### ! Starting a new sketch

We will have a canvas size of **320 x 240**, which is half the dimensions of the video image.

```
function setup()
{
  createCanvas(320, 240)
}

function draw()
{
  background(220)
}
```

Figure A8.14





## Sketch A8.15 pixel array formula

The function `loadPixels()` gets all the data points from all the pixels and puts them into a pixel array. Every pixel has four values (as mentioned), but we want every fourth index, where the index is just for referencing the next pixel, not every element (of which there are four per pixel). Hence, we jump every four elements in the pixel array.

We have a simple algorithm for getting every pixel, which is every fourth element in the pixel array. We can then pick out the four elements from each pixel and change them (if we want to), followed by updating the new pixel array with the `updatePixels()` function.

To go through all the pixels in the array, we have a nested loop where we start with the first line of pixels and work our way down. So that is why we start the first nested loop with the `y` co-ordinate and then the `x` co-ordinates. For each `y` value, we loop through all the `x` values before going onto the next `y` value (one line at a time).

```
let x
let y
let index

function setup()
{
  createCanvas(320, 240)
}

function draw()
{
  background(220)
  loadPixels()
  for (y = 0; y < height; y++)
  {
    for (x = 0; x < width; x++)
    {
      index = (x + (y * width)) * 4
    }
  }
  updatePixels()
}
```



## Notes

Nothing changes with the canvas; you should get the grey background. The formula makes more sense when you plug in some values for  $y$  and for  $x$ . All you are doing is giving the index value to every fourth element in the array. Next, we will break down the four elements in a pixel further into components of **red**, **green**, **blue**, and **alpha**.



## Challenge

Put in the values for  $y = 0$ ,  $x = 0$ , then  $x = 1$ ,  $x = 2$ , and so on, and you will, hopefully, see the logic of this algorithm.



## Code Explanation

<code>loadPixels()</code>	Loads all the pixels into an array
<code>index = (x + (y * width)) * 4</code>	A simple formula for working through the pixel array four at a time
<code>updatePixels()</code>	Updates the array and returns them to the canvas



## Sketch A8.16 changing the pixels

Here we can give each pixel element, the **red**, the **green**, the **blue**, and the **alpha** new values. We have a grey canvas where the **red**, **green**, and **blue** all have the same value of **220**. We usually just have the one value for greyscale, but in reality, all three are the same; the **alpha** is **255** by default.

This may seem a bit confusing, but in the pixel array, which has all the reds, greens, blues, and alphas for all the pixels. The **index** we have created is for the actual pixel; so **index + 0** is the first element, which is **red**, **index + 1** is the second, which is **green**, **index + 2** is the third element, which is **blue**, and **index + 3** is the fourth element, which is the **alpha**. Here we are going to give you the values of the greyscale and then next change them to an orange colour.

**!** I have added an extra line of code `pixelDensity(1)` because there are extra elements in the pixel array if the display is of a higher density, and you get funny results. You can remove it if it causes any problems.

```
let x
let y
let index

function setup()
{
  createCanvas(320, 240)
  pixelDensity(1)
}

function draw()
{
  background(220)
  loadPixels()
  for (y = 0; y < height; y++)
  {
    for (x = 0; x < width; x++)
    {
      index = (x + (y * width)) * 4
      pixels[index + 0] = 220
      pixels[index + 1] = 220
      pixels[index + 2] = 220
      pixels[index + 3] = 255
    }
  }
}
```

```
}  
  updatePixels()  
}
```



## Notes

At present, you simply get the same grey canvas.



## Code Explanation

<code>pixels[index + 0] = 220</code>	The red element of the pixel value
<code>pixels[index + 1] = 220</code>	The green element of the pixel value
<code>pixels[index + 2] = 220</code>	The blue element of the pixel value
<code>pixels[index + 3] = 255</code>	The alpha element of the pixel value



## Sketch A8.17 orange pixels

Now we can play around with the pixel element values.

```
let x
let y
let index

function setup()
{
  createCanvas(320, 240)
  pixelDensity(1)
}

function draw()
{
  background(220)
  loadPixels()
  for (y = 0; y < height; y++)
  {
    for (x = 0; x < width; x++)
    {
      index = (x + (y * width)) * 4
      pixels[index + 0] = 255
      pixels[index + 1] = 100
      pixels[index + 2] = 0
      pixels[index + 3] = 255
    }
  }
  updatePixels()
}
```



### Notes

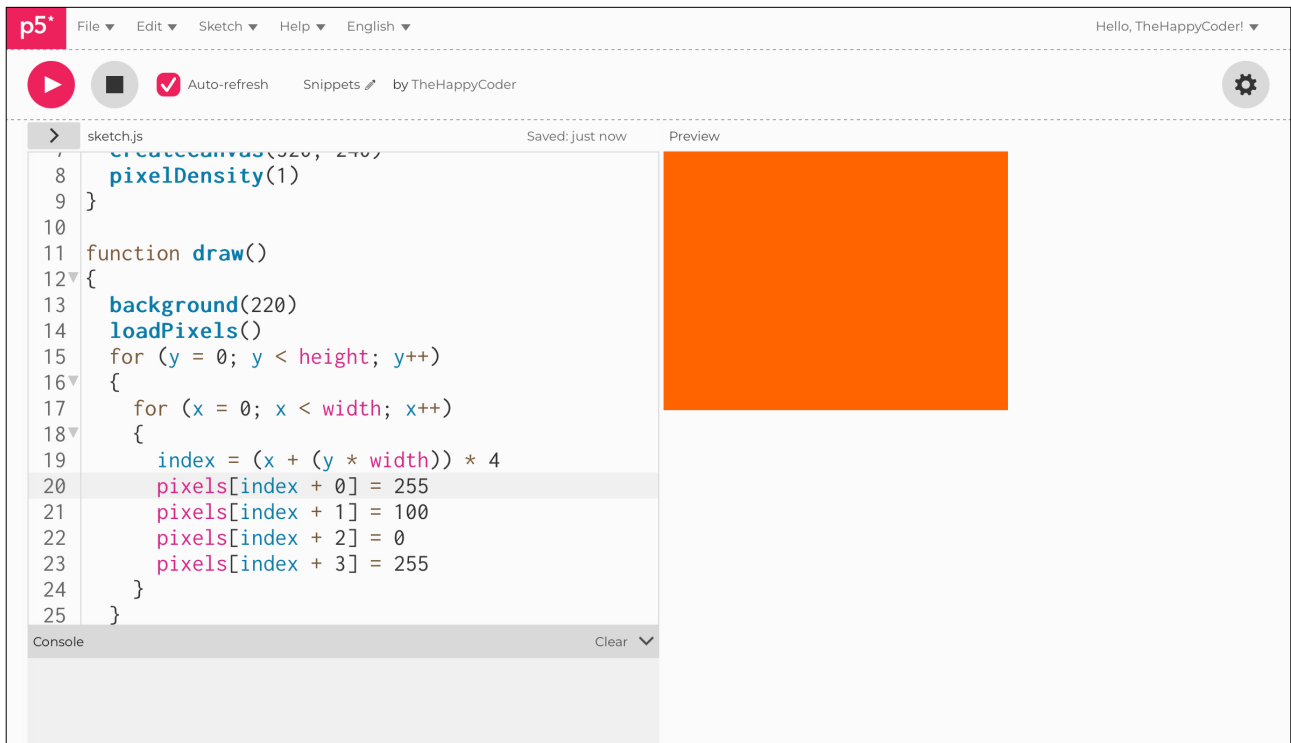
We now have a nice, bright orange canvas.



### Challenge

Try other combinations of colours and alpha.

Figure A8.17





## Sketch A8.18 return of the video

Adding in a lot of familiar code to return the video to the canvas, we introduce the `video.size()` function in `setup()` and a new pixel array for the video. The `loadPixels()` function takes the pixels from the canvas (not the video). The pixel array is updated with the video pixels array through the nested loop and then updates the pixels in the canvas.

```
let video
let x
let y
let index

function setup()
{
  createCanvas(320, 240)
  pixelDensity(1)
  video = createCapture(VIDEO, {flipped: true})
  video.size(320, 240)
  video.hide()
}

function draw()
{
  background(220)
  video.loadPixels()
  loadPixels()
  for(y = 0; y < height; y++)
  {
    for(x = 0; x < width; x++)
    {
      index = (x + (y * width)) * 4
      pixels[index + 0] = video.pixels[index + 0]
      pixels[index + 1] = video.pixels[index + 1]
      pixels[index + 2] = video.pixels[index + 2]
      pixels[index + 3] = video.pixels[index + 3]
    }
  }
  updatePixels()
}
```

```
}
```



## Notes

We now have an image drawn onto the canvas. This means we can manipulate the image.



## Code Explanation

<code>video.size(320, 240)</code>	Alter the size of the video image
<code>video.loadPixels()</code>	Loading all the video pixels into a new array
<code>pixels[index + 0] = video.pixels[index + 0]</code>	Changing the pixel array with the new pixel array values from the video

Figure A8.18

The screenshot shows the p5.js IDE interface. The top bar includes the p5 logo, menu items (File, Edit, Sketch, Help, English), and a user profile (Hello, TheHappyCoder!). Below the top bar are control buttons: a play button, a stop button, a checked 'Auto-refresh' button, and a 'Snippets by TheHappyCoder' button. The main workspace is split into two panes. The left pane, titled 'sketch.js', contains the following code:

```
1 let video
2 let x
3 let y
4 let index
5
6 function setup()
7 {
8   createCanvas(320, 240)
9   pixelDensity(1)
10  video = createCapture(VIDEO, {flipped:
11    true})
12  video.size(320, 240)
13  video.hide()
14 }
15 function draw()
16 {
17   background(0)
```

The right pane, titled 'Preview', shows a video feed of a man in a red shirt. At the bottom of the IDE is a 'Console' pane with a 'Clear' button.



## Sketch A8.19 pixelating the image

Another useful technique is to pixelate the image. We will use this in one of the units later. All the changes are highlighted in blue. It looks a lot, but they are mostly just new variables. We change the size of the video by 1/16<sup>th</sup>. Then we scale it back up to fill the canvas. The pixels are drawn from the new video size, which is a lot smaller, and if you could see it, it would be quite blurry.

! Don't forget to remove the `updatePixels()` near the end of the code.

```
let video
let x
let y
let index
let r
let g
let b
let a
let vScale = 16

function setup()
{
  createCanvas(320, 240)
  pixelDensity(1)
  video = createCapture(VIDEO, {flipped: true})
  video.size(width / vScale, height / vScale)
  video.hide()
}

function draw()
{
  background(220)
  video.loadPixels()
  loadPixels()
  for(y = 0; y < video.height; y++)
  {
    for(x = 0; x < video.width; x++)
    {
      index = (x + (y * video.width)) * 4
      r = video.pixels[index + 0]
```

```
    g = video.pixels[index + 1]
    b = video.pixels[index + 2]
    a = video.pixels[index + 3]
    fill(r, g, b, a)
    square(x * vScale, y * vScale, vScale)
  }
}

// updatePixels()
}
```

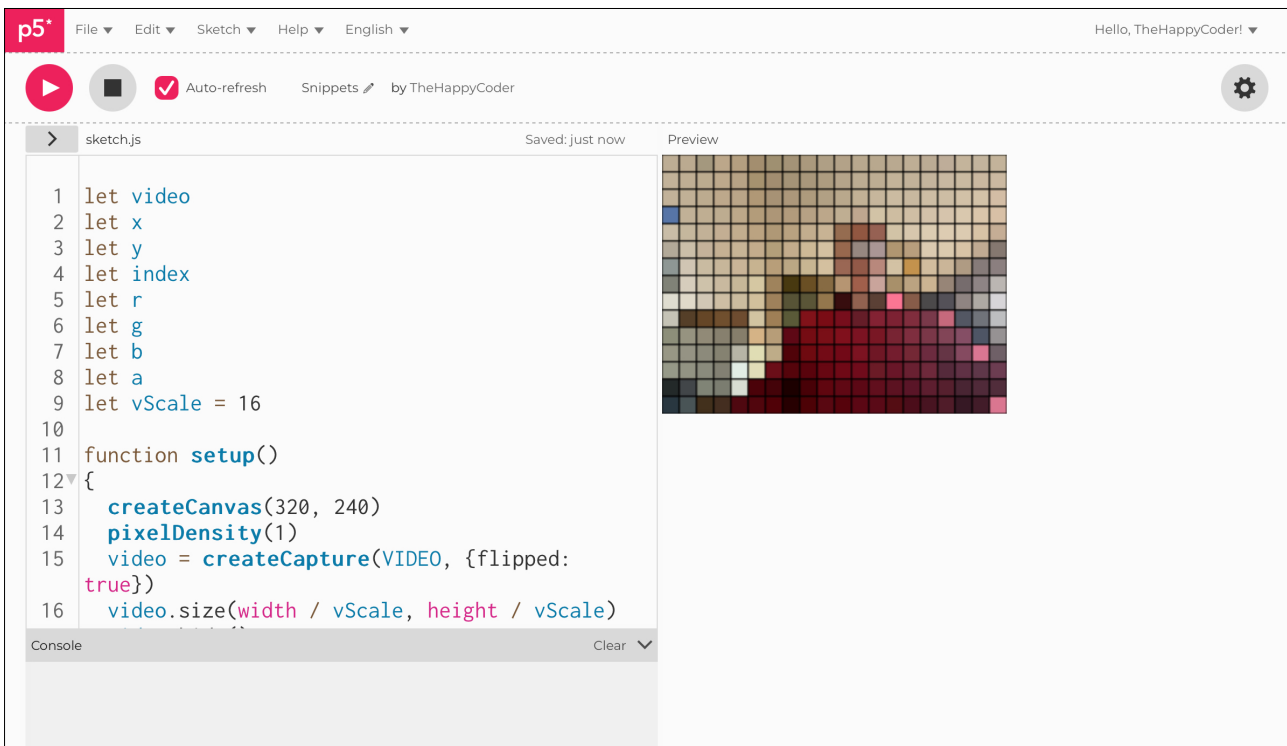
## Notes

This takes the original video image, scans each pixel for the **red, green, blue, alpha** and then scales it up to fill the canvas. A square is then filled with the colour of the original image. We reduce the image by `vScale`, analyse the image and then scale it back up to full canvas size.

## Challenges

1. Change the `vScale` (you may get an error message)
2. Change the shape to a circle

Figure A8.19





## Sketch A8.20 brightness grey scale

We can now take the average of the three colours in each pixel and call that value **bright**. We halve the size of the squares. I have added `floor()` when calculating the video size as it kept throwing up errors at certain `vScale` values. We also removed the lines around the boxes.

```
let video
let x
let y
let index
let r
let g
let b

let vScale = 8
let bright

function setup()
{
  createCanvas(320, 240)
  pixelDensity(1)
  video = createCapture(VIDEO, {flipped: true})
  video.size(floor(width/vScale), floor(height/vScale))
  video.hide()
  noStroke()
}

function draw()
{
  background(0)
  video.loadPixels()
  loadPixels()
  for(y = 0; y < video.height; y++)
  {
    for(x = 0; x < video.width; x++)
    {
      index = (x + (y * video.width)) * 4
      r = video.pixels[index + 0]
      g = video.pixels[index + 1]
```

```

    b = video.pixels[index + 2]
    a = video.pixels[index + 3]
    bright = (r + g + b)/3
    fill(bright)
    square(x * vScale, y * vScale, vScale)
  }
}
}

```

## Notes

Now we have added the video in as before, but we have added the values of the **red**, **green**, and **blue** and divided by three to get the average brightness. This is not the same as the alpha (which we have ignored).

## Code Explanation

<code>video.size(floor(width/vScale), floor(height/vScale))</code>	Take the floor value for the dimensions of the video size
<code>bright = (r + g + b)/3</code>	Average (bright) the colours in each pixel
<code>fill(bright)</code>	Fill that square with that average, bright

Figure A8.20

