Exercises for Lecture 3 of Image and Sound Systems 1

1. Write a Processing sketch that colours every pixel in the output window so that the brightness of a pixel increases the closer it is to the mouse pointer.
2. Write a Processing sketch that draws 10 cars (seen from above) that move horizontally across the screen at various different speeds and either from left to right or right to left. Arrange the cars so that they never crash into each other. Write a function called drawCar, with appropriate arguments that draws a car of a given size and colour at a particular position in the output window.
3. Write a Pong game, in which you play the computer. You move your paddle by dragging your mouse. If you don't know what Pong is, see http://www.xnet.se/javaTest/jPong/jPong.html