

```

import processing.phone.*;
Phone myPhone; // Named reference to your phone

int cur;
int xpos=0;
int ypos=0;

/////MENU GRID POSITION - 9 SQUARE //////////////////////////////////////

int AN = -1;// any position in the grid menu - nessuna posizione
int GRIDPOSITION = AN;
////menu - first stripe //////////////////////////////////////
int A0=0; // grid menu - first square top/left
int B0=1; // grid menu - second square top/central
int C0=2; // grid menu - second square top/right
////menu - second stripe //////////////////////////////////////
int A1=3;
int B1=4;
int C1=5;
////menu - third stripe //////////////////////////////////////
int A2=6;
int B2=7;
int C2=8;

/////MENU BOOLEAN - STATUS //////////////////////////////////////
//focus array
boolean[] focus;

//selectes array
boolean[] selected;

//selectes array
boolean[] visited; //dichiarazione array

////little animation - screen confirm //////////////////////////////////////
boolean timerActive = false; // per profilo LID
int m=0;
boolean timerActive2 = false; // per profilo A0
int m2=0;
boolean timerActive3 = false; // per profilo B0
int m3=0;
boolean timerActive4 = false; // per profilo C0
int m4=0;
boolean timerActive5 = false; // per profilo B1
int m5=0;
boolean timerActive6 = false; // per profilo A1
int m6=0;
boolean timerActive7 = false; // per profilo A2
int m7=0;
boolean timerActive8 = false; // per profilo B2
int m8=0;
boolean timerActive9 = false; // per profilo C2
int m9=0;

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boolean timerActive10 = false; // per profilo C1
int m10=0;
boolean timerActiveT = false; // LOGO ANIMATION
int mT=0;
boolean timerActiveEND = false; // TIMER TO END!!
int mEND=0;

int MODE; ///?????????///

/////SCREENS LIST //////////////////////////////////////
// defines the values for the screen names
int SCREEN_SMS = 1;//fist screen with the big egg and: “do you want save?” yes - no
int SCREEN_ANIMATION = 2;
int SCREEN_BIGLID = 3;

//// DISTANCE //////////////////////////////////////
int SCREEN_DISTANCE = 56;
int SCREEN_DISTANCE1 = 5;
int SCREEN_DISTANCE2 = 6;
int SCREEN_DISTANCE3 = 7;
int distanza = SCREEN_DISTANCE1;
//// TIME //////////////////////////////////////
int SCREEN_TIME = 57;
int SCREEN_TIME1 = 9;
int SCREEN_TIME2 = 10;
int SCREEN_TIME3 = 11;
int SCREEN_TIME4 = 12;
int timet = SCREEN_TIME1;
//// IS TIME/DISTANCE OK? //////////////////////////////////////
int SCREEN_DIST_TIME_OK1 = 14;

int RESEARCH_RECIPES = 13;

int SCREEN_MENU = 16;//screen with lids and food, 9 square ecc...

//// PROFILES //////////////////////////////////////
//// A0 //////////////////////////////////////
int SCREEN_PROFILEA01 = 17;//pressing from screen menu
int SCREEN_PROFILEA02 = 18;
int SCREEN_PROFILEA03 = 19;
//// A1 //////////////////////////////////////
int SCREEN_PROFILEA11 = 20;//pressing from screen menu
int SCREEN_PROFILEA12 = 21;
int SCREEN_PROFILEA13 = 22;
//// A2 //////////////////////////////////////
int SCREEN_PROFILEA21 = 23;//pressing from screen menu
int SCREEN_PROFILEA22 = 24;
int SCREEN_PROFILEA23 = 25;
//// B0 //////////////////////////////////////
int SCREEN_PROFILEB01 = 26;//pressing from screen menu
int SCREEN_PROFILEB02 = 27;
int SCREEN_PROFILEB03 = 28;
//// B1 //////////////////////////////////////

```

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int SCREEN_PROFILEB11 = 29;//pressing from screen menu
int SCREEN_PROFILEB12 = 30;
int SCREEN_PROFILEB13 = 31;
//// B2 //////////////////////////////////////
int SCREEN_PROFILEB21 = 32;//pressing from screen menu
int SCREEN_PROFILEB22 = 33;
int SCREEN_PROFILEB23 = 34;
//// C0 //////////////////////////////////////
int SCREEN_PROFILEC01 = 35;//pressing from screen menu
int SCREEN_PROFILEC02 = 36;
int SCREEN_PROFILEC03 = 37;
//// C1 //////////////////////////////////////
int SCREEN_PROFILEC11 = 38;//pressing from screen menu
int SCREEN_PROFILEC12 = 39;
int SCREEN_PROFILEC13 = 40;
//// C2 //////////////////////////////////////
int SCREEN_PROFILEC21 = 41;//pressing from screen menu
int SCREEN_PROFILEC22 = 42;
int SCREEN_PROFILEC23 = 43;
//defines the variable to store the present screen

int SCREEN_GUEST_LIST1 = 44;
int SCREEN_GUEST_LIST2 = 45;
int SCREEN_PROFILE_GUESTLISTA = 46;
int SCREEN_PROFILE_GUESTLISTB = 47;
int SCREEN_PROFILE_GUESTLISTC = 48;
int SCREEN_PROFILE_GUESTLISTD = 49;
int SCREEN_EREASEPROFILE = 50;
int TIMER = 51;
int SCREEN_PROFILE_GUESTLISTA_2 = 52;
int SCREEN_PROFILE_GUESTLISTD_2 = 53;
int SCREEN_PROFILE_GUESTLISTC_2 = 54;
int MOBILE_END = 55;
/////SECOND MENU - YOUR CHOISE //////////////////////////////////////
int CURSOR_OPTIONA = 70;
int CURSOR_OPTIONB = 71;
int CURSOR_OPTIONC = 72;
int CURSOR_OPTIOND = 73;

int bigCursor = CURSOR_OPTIONA;

int MRNESSUNO = 74; ///If you don't choose any profiles
int presentScreen = 1;

//// for screen animation posate (rotation knife and fork) ///
int p=0;
int time=0;
int volte=0;
int stop=0;
boolean caricato=false;
boolean alone=false;
boolean textmenu = false;

```

```

/////animation - screen timer /////
int tempo=0;
int pos=7;
boolean carica=false;

///logo animation
int timelogo=0;
int tb=0;
int tv=0;

void setup()
{
  myPhone = new Phone(this); // Creates a phone controller
  myPhone.fullscreen(); // Use the entire screen
  //background(200);
  //rect(0,0,width,height);
  loadImages();
  fill(0);
  rect(0,0,width,height);
  fill(204, 102, 0);

  //inizializzazione array
  selected = new boolean[9];
  visited = new boolean[9];
  focus = new boolean[9];
  for(int i=0; i<9; i++)
  {
    selected[i] = false;
    visited[i] = false;
    focus[i] = false;
  }
}

void drawBackground()
{
  drawMenu();
  drawWhiteSquare();
}

void draw()
{
  if (presentScreen == SCREEN_SMS)
  {
    drawSmsStart();
  }
  if (presentScreen == SCREEN_ANIMATION)
  {
    drawAnimation();
    if(timerActiveT == false)
    {
      mT = millis();
      println("starting timerT");
      timerActiveT = true;
    }
  }
}

```

```

}

if((millis() - mT > 9000)&&(presentScreen == SCREEN_ANIMATION))
{
    println("timer1 5000");
    drawBigLid();
    presentScreen = SCREEN_BIGLID;
}

if (presentScreen == SCREEN_BIGLID)
{
    drawBigLid();
    if(timerActive == false)
    {
        m = millis();
        println("starting timer");
        timerActive = true;
    }
}
/////////DISTANCE/////////
if((millis() - m > 2400)&&(presentScreen == SCREEN_BIGLID))
{
    println("timer1 5000");
    distanza = SCREEN_DISTANCE1;
    presentScreen = SCREEN_DISTANCE;
}

/////////DISTANCE/////////
if (presentScreen == SCREEN_DISTANCE)
{
    drawMenu();
    drawRightButton();
    drawEllipseSmall();
    drawButtonOk();

    if(distanza == SCREEN_DISTANCE1)
    {
        image (distance_01, 9, 50);
        image (text_distance1, 37, 220);
    }
    else if ( distanza == SCREEN_DISTANCE2)
    {
        image (distance_02, 9, 50);
        image (text_distance2, 37, 220);
    }
    else if ( distanza == SCREEN_DISTANCE3)
    {
        image (distance_03, 9, 50);
        image (text_distance3, 37, 220);
    }
}
}

```

```
////////// TIME ////////////
```

```
if (presentScreen == SCREEN_TIME)
```

```
{  
    drawMenu();  
    drawButtons();  
    drawEllipseSmall();  
    drawButtonOk();  
    drawButtonBack();
```

```
if(timet == SCREEN_TIME1)
```

```
{  
    image (time_03, 9, 50);  
    image (text_time3, 37, 220);  
}
```

```
else if(timet == SCREEN_TIME2)
```

```
{  
    image (time_02, 9, 50);  
    image (text_time2, 37, 220);
```

```
}  
else if(timet == SCREEN_TIME3)
```

```
{  
    image (time_01, 9, 50);  
    image (text_time1, 37, 220);  
}
```

```
else if(timet == SCREEN_TIME4)
```

```
{  
    image (time_04, 9, 50);  
    image (text_time4, 37, 220);  
}  
}
```

```
//////////SCELTA//////////
```

```
if (presentScreen == SCREEN_DIST_TIME_OK1)
```

```
{  
    drawMenu();  
    drawEllipse();  
    image (scelta_sfondo, 0, 0);  
    drawButtons();  
    drawButtonYes();  
    drawButtonNo();  
    image (scelta_domanda, 40, 240);
```

```
if(distanza == SCREEN_DISTANCE1)
```

```
{  
    image (scelta_dist01, 40, 60);  
}
```

```
if(distanza == SCREEN_DISTANCE2)
```

```
{  
    image (scelta_dist02, 40, 60);  
}
```

```
if(distanza == SCREEN_DISTANCE3)
```

```

{
    image (scelta_dist03, 40, 60);
}
if(timet == SCREEN_TIME1)
{
    image (scelta_timet01, 40, 95);
}
if(timet == SCREEN_TIME2)
{
    image (scelta_timet02, 40, 95);
}
if(timet == SCREEN_TIME3)
{
    image (scelta_timet03, 40, 95);
}
if(timet == SCREEN_TIME4)
{
    image (scelta_timet04, 40, 95);
}
}
//////// MENU //////////
if (presentScreen == SCREEN_MENU)
{
    drawBackground();
    for ( int modulo = A0; modulo <= C2; modulo++)
    {
        drawPosition(modulo);
    }
}

///// PROFILES //////////////////////////////////////
////profile A0 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEA01)
{
    drawProfile1_A0();
}

if (presentScreen == SCREEN_PROFILEA02)
{
    drawProfile2_A0();
}

if (presentScreen == SCREEN_PROFILEA03)////////////////////////////////////
{
    drawProfile3_A0();
    if(timerActive2 == false)
    {
        m2 = millis();
        println("starting timer 2");
        timerActive2 = true;
    }
}
}

```

```

if((millis() - m2 > 1350)&&(presentScreen == SCREEN_PROFILEA03))
{
    println("timer2 5000");
    drawBackground();
    for ( int modulo = A0; modulo <= C2; modulo++)
    {
        drawPosition(modulo);
    }
    presentScreen = SCREEN_MENU;
}

///profile B0 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEB01)
{
    drawProfile1_B0();
}

if (presentScreen == SCREEN_PROFILEB02)
{
    drawProfile2_B0();
}

if (presentScreen == SCREEN_PROFILEB03){
    drawProfile3_B0();
    if(timerActive3 == false)
    {
        m3 = millis();
        println("starting timer 2");
        timerActive3 = true;
    }
}
if((millis() - m3 > 1350)&&(presentScreen == SCREEN_PROFILEB03))
{
    println("timer2 5000");

    drawBackground();
    for ( int modulo = A0; modulo <= C2; modulo++)
    {
        drawPosition(modulo);
    }
    presentScreen = SCREEN_MENU;
}
///profile B1 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEB11)
{
    drawProfile1_B1();
}

if (presentScreen == SCREEN_PROFILEB12)
{
    drawProfile2_B1();
}

```

```

if (presentScreen == SCREEN_PROFILEB13){
  drawProfile3_B1();
  if(timerActive5 == false)
  {
    m5 = millis();
    println("starting timer 5");
    timerActive5 = true;
  }
}

if((millis() - m5 > 1350)&&(presentScreen == SCREEN_PROFILEB13))
{
  println("timer2 5000");

  drawBackground();
  for ( int modulo = A0; modulo <= C2; modulo++)
  {
    drawPosition(modulo);
  }
  presentScreen = SCREEN_MENU;
}
///profile B2 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEB21)
{
  drawProfile1_B2();
}

if (presentScreen == SCREEN_PROFILEB22)
{
  drawProfile2_B2();
}

if (presentScreen == SCREEN_PROFILEB23){
  drawProfile3_B2();
  if(timerActive8 == false)
  {
    m8 = millis();
    println("starting timer 8");
    timerActive8 = true;
  }
}

if((millis() - m8 > 1350)&&(presentScreen == SCREEN_PROFILEB23))
{
  println("timer8 1350");

  drawBackground();
  for ( int modulo = A0; modulo <= C2; modulo++)
  {
    drawPosition(modulo);
  }
  presentScreen = SCREEN_MENU;
}

```

```

}
///profile C0 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEC01)
{
    drawProfile1_C0();
}

if (presentScreen == SCREEN_PROFILEC02)
{
    drawProfile2_C0();
}

if (presentScreen == SCREEN_PROFILEC03){
    drawProfile3_C0();
    if(timerActive4 == false)
    {
        m4 = millis();
        println("starting timer 4");
        timerActive4 = true;
    }
}
if((millis() - m4 > 1350)&&(presentScreen == SCREEN_PROFILEC03))
{
    println("timer4 5000");

    drawBackground();
    for ( int modulo = A0; modulo <= C2; modulo++)
    {
        drawPosition(modulo);
    }
    presentScreen = SCREEN_MENU;
}
///profile C1 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEC11)
{
    drawProfile1_C1();
}

if (presentScreen == SCREEN_PROFILEC12)
{
    drawProfile2_C1();
}

}

if (presentScreen == SCREEN_PROFILEC13){
    drawProfile3_C1();
    if(timerActive10 == false)
    {
        m10 = millis();
        println("starting timer 10");
        timerActive10 = true;
    }
}
}

```

```

if((millis() - m10 > 1350)&&(presentScreen == SCREEN_PROFILEC13))
{
    println("timer10 1350");

    drawBackground();
    for ( int modulo = A0; modulo <= C2; modulo++)
    {
        drawPosition(modulo);
    }
    presentScreen = SCREEN_MENU;
}
///profile C2 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEC21)
{
    drawProfile1_C2();
}

if (presentScreen == SCREEN_PROFILEC22)
{
    drawProfile2_C2();
}

if (presentScreen == SCREEN_PROFILEC23){
    drawProfile3_C2();
    if(timerActive9 == false)
    {
        m9 = millis();
        println("starting timer 9");
        timerActive9 = true;
    }
    if((millis() - m9 > 1350)&&(presentScreen == SCREEN_PROFILEC23))
    {
        println("timer9 1350");

        drawBackground();
        for ( int modulo = A0; modulo <= C2; modulo++)
        {
            drawPosition(modulo);
        }
        presentScreen = SCREEN_MENU;
    }
}
///profile A1 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEA11)
{
    drawProfile1_A1();
}

if (presentScreen == SCREEN_PROFILEA12)
{
    drawProfile2_A1();
}

```

```

if (presentScreen == SCREEN_PROFILEA13){
  drawProfile3_A1();
  if(timerActive6 == false)
  {
    m6 = millis();
    println("starting timer 6");
    timerActive6 = true;
  }
}

if((millis() - m6 > 1350)&&(presentScreen == SCREEN_PROFILEA13))
{
  println("timer6 1350");

  drawBackground();
  for ( int modulo = A0; modulo <= C2; modulo++)
  {
    drawPosition(modulo);
  }
  presentScreen = SCREEN_MENU;
}
////profile A2 //////////////////////////////////////
if (presentScreen == SCREEN_PROFILEA21)
{
  drawProfile1_A2();
}

if (presentScreen == SCREEN_PROFILEA22)
{
  drawProfile2_A2();
}

if (presentScreen == SCREEN_PROFILEA23){
  drawProfile3_A2();
  if(timerActive7 == false)
  {
    m7 = millis();
    println("starting timer 7");
    timerActive7 = true;
  }
}
if((millis() - m7 > 1350)&&(presentScreen == SCREEN_PROFILEA23))
{
  println("timer7 1350");

  drawBackground();
  for ( int modulo = A0; modulo <= C2; modulo++)
  {
    drawPosition(modulo);
  }
  presentScreen = SCREEN_MENU;
}

```

```

/// end profile ///////////
if (presentScreen == RESEARCH_RECIPES)
{
    research_recipes();
    stop=stop+1;
    time();
    p=volte*100;
    if(p>=1200){
        p=0;
    }
    loadposate(p,75,50);
    if(stop>=100)
    {
        drawBackground();
        for ( int modulo = A0; modulo <= C2; modulo++)
        {
            drawPosition(modulo);
        }
        presentScreen = SCREEN_MENU;
    }
}

if (presentScreen == SCREEN_GUEST_LIST1)
{
    drawGuestList1();
}
if (presentScreen == SCREEN_GUEST_LIST2)
{
    drawGuestList2();
}
if (presentScreen == MRNESSUNO)
{
    drawMrNessuno();
}
////////// PROFILE GUEST LIST 1 ///////////
if (presentScreen == SCREEN_PROFILE_GUESTLISTA)
{
    drawProfileGuestListA();
}
if (presentScreen == SCREEN_PROFILE_GUESTLISTB)
{
    drawProfileGuestListB();
}
if (presentScreen == SCREEN_PROFILE_GUESTLISTC)
{
    drawProfileGuestListC();
}
if (presentScreen == SCREEN_PROFILE_GUESTLISTD)
{
    drawProfileGuestListD();
}
if (presentScreen == SCREEN_EREASEPROFILE)
{

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drawEraseProfileGuestListB();

}
//////////end profile guest list 1 //////////

////////// PROFILE GUEST LIST 2 //////////
if (presentScreen == SCREEN_PROFILE_GUESTLISTA_2)
{
    drawProfileGuestListA_2();
}
if (presentScreen == SCREEN_PROFILE_GUESTLISTD_2)
{
    drawProfileGuestListD_2();
}
if (presentScreen == SCREEN_PROFILE_GUESTLISTC_2)
{
    drawProfileGuestListC_2();
}

//////////end profile guest list 2 //////////
if (presentScreen == TIMER)
{
    timer();
    if(timerActiveEND == false)
    {
        mEND = millis();
        println("starting timer END");
        timerActiveEND = true;
    }
}
if((millis() - mEND > 15000)&&(presentScreen == TIMER))
{
    println("timerEND 5000");
    mobile_end();
}

if (presentScreen == MOBILE_END)
{
    mobile_end();
}
} // end of draw loop ATTENTI AL LUP!

```

```

void keyPressed()
{
    if (presentScreen == SCREEN_SMS)
    {
        if(keyCode == SOFTKEY2)
        {
            presentScreen = SCREEN_ANIMATION;
        }
    }
}

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}

else if (presentScreen == SCREEN_ANIMATION)
{
    if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_BIGLID;
    }
}
}
//// DISTANCE //////////////////////////////////////

else if (presentScreen == SCREEN_DISTANCE)
{
    if(keyCode == RIGHT)
    {
        if(distanza == SCREEN_DISTANCE1)
        {
            distanza = SCREEN_DISTANCE2;
        }
        else if(distanza == SCREEN_DISTANCE2)
        {
            distanza = SCREEN_DISTANCE3;
        }
    }
}

if(keyCode == LEFT)
{
    if(distanza == SCREEN_DISTANCE3)
    {
        distanza = SCREEN_DISTANCE2;
    }
    else if(distanza == SCREEN_DISTANCE2)
    {
        distanza = SCREEN_DISTANCE1;
    }
}
}

if (keyCode == SOFTKEY2)
{
    presentScreen = SCREEN_TIME;
    time = SCREEN_TIME1;
}
}

else if (presentScreen == SCREEN_TIME)
{
    if(keyCode == RIGHT)
    {
        if(timet == SCREEN_TIME3)
        {
            timet = SCREEN_TIME2;
        }
        else if(timet == SCREEN_TIME2)
        {

```

```

    timet = SCREEN_TIME1;
}

if(timet == SCREEN_TIME4)
{
    timet = SCREEN_TIME3;
}
}

if(keyCode == LEFT)
{
    if(timet == SCREEN_TIME3)
    {
        timet = SCREEN_TIME4;
    }

    else if(timet == SCREEN_TIME1)
    {
        timet = SCREEN_TIME2;
    }
    else if(timet == SCREEN_TIME2)
    {
        timet = SCREEN_TIME3;
    }
}

else if (keyCode == SOFTKEY2)//FAKE
{
    presentScreen = SCREEN_DIST_TIME_OK1;
}
else if (keyCode == SOFTKEY1)//FAKE
{
    presentScreen = SCREEN_DISTANCE;
    //distanza = SCREEN_DISTANCE1;
    if(distanza == SCREEN_DISTANCE2)
    {
        distanza = SCREEN_DISTANCE2;
    }
    else if(distanza == SCREEN_DISTANCE1)
    {
        distanza = SCREEN_DISTANCE1;
    }
    else if(distanza == SCREEN_DISTANCE3)
    {
        distanza = SCREEN_DISTANCE3;
    }
}
}
}
////////// SCREEN_DIST_TIME_OK ////////////_____
else if (presentScreen == SCREEN_DIST_TIME_OK1)
{
    if (keyCode == SOFTKEY1)
    {

```

```

presentScreen = SCREEN_DISTANCE;
//distanza = SCREEN_DISTANCE1;
if(distanza == SCREEN_DISTANCE2)
{
    distanza = SCREEN_DISTANCE2;
}
else if(distanza == SCREEN_DISTANCE1)
{
    distanza = SCREEN_DISTANCE1;
}
else if(distanza == SCREEN_DISTANCE3)
{
    distanza = SCREEN_DISTANCE3;
}
}
else if (keyCode == SOFTKEY2)
{
    presentScreen = RESEARCH_RECIPES;
}
}
////////RESEARCH RECIPES //////////
else if (presentScreen == RESEARCH_RECIPES)
{
    if (keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_MENU;
    }
}
///// MENU //////////////////////////////////////
else if (presentScreen == SCREEN_MENU)
{
    nextPositionWithStop(keyCode);
    updatePosition();

    if (keyCode == SOFTKEY1 && GRIDPOSITION==A0)
    {
        presentScreen = SCREEN_PROFILEA01;
    }

    else if (keyCode == SOFTKEY1 && GRIDPOSITION==B0)
    {
        presentScreen = SCREEN_PROFILEB01;
    }

    else if (keyCode == SOFTKEY1 && GRIDPOSITION==B1)
    {
        presentScreen = SCREEN_PROFILEB11;
    }

    else if (keyCode == SOFTKEY1 && GRIDPOSITION==B2)
    {
        presentScreen = SCREEN_PROFILEB21;
    }
}

```

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else if (keyCode == SOFTKEY1 && GRIDPOSITION==C0)
{
    presentScreen = SCREEN_PROFILEC01;
}

else if (keyCode == SOFTKEY1 && GRIDPOSITION==C1)
{
    presentScreen = SCREEN_PROFILEC11;
}
else if (keyCode == SOFTKEY1 && GRIDPOSITION==C2)
{
    presentScreen = SCREEN_PROFILEC21;
}

else if (keyCode == SOFTKEY1 && GRIDPOSITION==A1)
{
    presentScreen = SCREEN_PROFILEA11;
}
else if (keyCode == SOFTKEY1 && GRIDPOSITION==A2)
{
    presentScreen = SCREEN_PROFILEA21;
}

println(GRIDPOSITION);
if (keyCode == SOFTKEY2)
{
    if (!selected[A0] && !selected[A1] && !selected[A2] && !selected[B0] && !selected[B1] &&
!selected[B2] && !selected[C0] && !selected[C1] && !selected[C2])
    {
        presentScreen = MRNESSUNO;
    }

    else if(selected[A0] || selected[A1] || selected[A2] || selected[B0] || selected[B1] || selected[B2] ||
selected[C0] || selected[C1] || selected[C2])
    {
        presentScreen = SCREEN_GUEST_LIST1;
    }
}
}

////////// SECONDA PAGINA PROFILE SEMPRE DAL MENU//////////////////////////////////////
//////////A0//////////////////////////////////////
else if (presentScreen == SCREEN_PROFILEA01)
{
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_MENU;
    }
    else if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_PROFILEA02;
    }
}

```

```

}

else if (presentScreen == SCREEN_PROFILEA02)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_PROFILEA01;
  }
  else if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_PROFILEA03;
    selected[GRIDPOSITION] = true;
  }
}

else if (presentScreen == SCREEN_PROFILEA03)
{
  if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_MENU;
  }
}
//////////A2//////////////////////////////////////
else if (presentScreen == SCREEN_PROFILEA21)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_MENU;
  }
  else if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_PROFILEA22;
  }
}

else if (presentScreen == SCREEN_PROFILEA22)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_PROFILEA21;
  }
  else if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_PROFILEA23;
    selected[GRIDPOSITION] = true;
  }
}

else if (presentScreen == SCREEN_PROFILEA23)
{
  if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_MENU;
  }
}

```

```

}
}
//////////B0////////////////////////////////////
else if (presentScreen == SCREEN_PROFILEB01)
{
if(keyCode == SOFTKEY1)
{
presentScreen = SCREEN_MENU;
}
else if(keyCode == SOFTKEY2)
{
presentScreen = SCREEN_PROFILEB02;
}
}

else if (presentScreen == SCREEN_PROFILEB02)
{
if(keyCode == SOFTKEY1)
{
presentScreen = SCREEN_PROFILEB01;
}
else if(keyCode == SOFTKEY2)
{
presentScreen = SCREEN_PROFILEB03;
selected[GRIDPOSITION] = true;
}
}

else if (presentScreen == SCREEN_PROFILEB03)
{
if(keyCode == SOFTKEY2)
{
presentScreen = SCREEN_MENU;
}
}
//////////B1////////////////////////////////////
else if (presentScreen == SCREEN_PROFILEB11)
{
if(keyCode == SOFTKEY1)
{
presentScreen = SCREEN_MENU;
}
else if(keyCode == SOFTKEY2)
{
presentScreen = SCREEN_PROFILEB12;
}
}

else if (presentScreen == SCREEN_PROFILEB12)
{
if(keyCode == SOFTKEY1)
{
presentScreen = SCREEN_PROFILEB11;
}
}

```

```
}
else if(keyCode == SOFTKEY2)
{
    presentScreen = SCREEN_PROFILEB13;
    selected[GRIDPOSITION] = true;
}
}
```

```
else if (presentScreen == SCREEN_PROFILEB13)
{
    if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_MENU;
    }
}
```

```
//////////B2////////////////////////////////////
```

```
else if (presentScreen == SCREEN_PROFILEB21)
{
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_MENU;
    }
    else if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_PROFILEB22;
    }
}
```

```
else if (presentScreen == SCREEN_PROFILEB22)
{
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_PROFILEB21;
    }
    else if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_PROFILEB23;
        selected[GRIDPOSITION] = true;
    }
}
```

```
else if (presentScreen == SCREEN_PROFILEB23)
{
    if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_MENU;
    }
}
```

```
//////////C0////////////////////////////////////
```

```
else if (presentScreen == SCREEN_PROFILEC01)
{
```

```

if(keyCode == SOFTKEY1)
{
    presentScreen = SCREEN_MENU;
}
else if(keyCode == SOFTKEY2)
{
    presentScreen = SCREEN_PROFILEC02;
}
}

else if (presentScreen == SCREEN_PROFILEC02)
{
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_PROFILEC01;
    }
    else if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_PROFILEC03;
        selected[GRIDPOSITION] = true;
    }
}

else if (presentScreen == SCREEN_PROFILEC03)
{
    if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_MENU;
    }
}
//////////C1//////////
else if (presentScreen == SCREEN_PROFILEC11)
{
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_MENU;
    }
    else if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_PROFILEC12;
    }
}

else if (presentScreen == SCREEN_PROFILEC12)
{
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_PROFILEC11;
    }
    else if(keyCode == SOFTKEY2)
    {
        presentScreen = SCREEN_PROFILEC13;
        selected[GRIDPOSITION] = true;
    }
}

```

```

}
}

else if (presentScreen == SCREEN_PROFILEC13)
{
  if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_MENU;
  }
}

//////////C2////////////////////////////////////
else if (presentScreen == SCREEN_PROFILEC21)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_MENU;
  }
  else if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_PROFILEC22;
  }
}

else if (presentScreen == SCREEN_PROFILEC22)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_PROFILEC21;
  }
  else if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_PROFILEC23;
    selected[GRIDPOSITION] = true;
  }
}

else if (presentScreen == SCREEN_PROFILEC23)
{
  if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_MENU;
  }
}

//////////A1////////////////////////////////////
else if (presentScreen == SCREEN_PROFILEA11)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_MENU;
  }
  else if(keyCode == SOFTKEY2)

```

```
{
  presentScreen = SCREEN_PROFILEA12;
}
}
```

```
else if (presentScreen == SCREEN_PROFILEA12)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_PROFILEA11;
  }
  else if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_PROFILEA13;
    selected[GRIDPOSITION] = true;
  }
}
```

```
else if (presentScreen == SCREEN_PROFILEA13)
{
  if(keyCode == SOFTKEY2)
  {
    presentScreen = SCREEN_MENU;
  }
}
```

```
/////////NESSUNO/////////
else if (presentScreen == MRNESSUNO)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_MENU;
  }
}
```

```
else if(presentScreen == SCREEN_GUEST_LIST1)
{
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_MENU;
  }
}
```

```
else if(keyCode == SOFTKEY2) //perche??????
{
  presentScreen = TIMER;
}
```

```
// if focused on option A
```

```
if(bigCursor == CURSOR_OPTIONA)
{
  // if pressed down
  if(keyCode == DOWN)
  {
    bigCursor = CURSOR_OPTIONB; // move focus to option B
```

```

}
else if(keyCode == FIRE){
    presentScreen = SCREEN_PROFILE_GUESTLISTA;
}
}
/////

else if(bigCursor == CURSOR_OPTIONB)
{
    // if pressed down
    if(keyCode == UP)
    {
        bigCursor = CURSOR_OPTIONA; // move focus to option B
    }

    else if(keyCode == FIRE){
        presentScreen = SCREEN_PROFILE_GUESTLISTB;
    }

    else if(keyCode == DOWN)
    {
        bigCursor = CURSOR_OPTIONC; // move focus to option B
    }
}

else if(bigCursor == CURSOR_OPTIONC)
{
    // if pressed down
    if(keyCode == UP)
    {
        bigCursor = CURSOR_OPTIONB; // move focus to option B
    }

    else if(keyCode == FIRE){
        presentScreen = SCREEN_PROFILE_GUESTLISTC;
    }

    else if(keyCode == DOWN)
    {
        bigCursor = CURSOR_OPTIOND; // move focus to option B
    }
}

else if(bigCursor == CURSOR_OPTIOND)
{
    // if pressed down
    if(keyCode == UP)
    {
        bigCursor = CURSOR_OPTIONC; // move focus to option B
    }

    else if(keyCode == FIRE){
        presentScreen = SCREEN_PROFILE_GUESTLISTD;
    }
}

```

```
}  
}  
}
```

```
//////////PROFILE IN GUEST LIST 1 (ALSO DELETE)
```

```
else if (presentScreen == SCREEN_PROFILE_GUESTLISTA){
```

```
  if(keyCode == SOFTKEY1)
```

```
  {  
    presentScreen = SCREEN_GUEST_LIST1;  
  }
```

```
}
```

```
else if (presentScreen == SCREEN_PROFILE_GUESTLISTB){
```

```
  if(keyCode == SOFTKEY1)
```

```
  {  
    presentScreen = SCREEN_GUEST_LIST1;  
  }
```

```
  else if(keyCode == SOFTKEY2)
```

```
  {  
    presentScreen = SCREEN_EREASEPROFILE;  
  }
```

```
}
```

```
else if (presentScreen == SCREEN_PROFILE_GUESTLISTC){
```

```
  if(keyCode == SOFTKEY1)
```

```
  {  
    presentScreen = SCREEN_GUEST_LIST1;  
  }
```

```
}
```

```
else if (presentScreen == SCREEN_PROFILE_GUESTLISTD){
```

```
  if(keyCode == SOFTKEY1)
```

```
  {  
    presentScreen = SCREEN_GUEST_LIST1;  
  }
```

```
}
```

```
else if (presentScreen == SCREEN_EREASEPROFILE){
```

```
  if(keyCode == SOFTKEY1){
```

```
    presentScreen = SCREEN_GUEST_LIST1;  
  }
```

```
  if(keyCode == SOFTKEY2){
```

```
    presentScreen = SCREEN_GUEST_LIST2;  
  }
```

```
//// end profili guest list 1
```

```
//////////GUEST LIST 2 //////////
```

```
else if (presentScreen == SCREEN_GUEST_LIST2){
```

```
  if(keyCode == SOFTKEY2)
```

```
  {  
    presentScreen = TIMER;  
  }
```

```
  else if(keyCode == SOFTKEY1)
```

```
  {  
    presentScreen = SCREEN_MENU;  
  }
```

```
}
```

```

// if focused on option A
if(bigCursor == CURSOR_OPTIONA)
{
    // if pressed down
    if(keyCode == DOWN)
    {
        bigCursor = CURSOR_OPTIONB; // move focus to option B
    }
    else if(keyCode == FIRE){
        presentScreen = SCREEN_PROFILE_GUESTLISTA_2;
    }
}
/////
else if(bigCursor == CURSOR_OPTIONB)
{
    // if pressed down
    if(keyCode == UP)
    {
        bigCursor = CURSOR_OPTIONA; // move focus to option B
    }
    else if(keyCode == FIRE){
        presentScreen = SCREEN_PROFILE_GUESTLISTC_2;
    }
    else if(keyCode == DOWN)
    {
        bigCursor = CURSOR_OPTIONC; // move focus to option B
    }
}

else if(bigCursor == CURSOR_OPTIONC)
{
    // if pressed down
    if(keyCode == UP)
    {
        bigCursor = CURSOR_OPTIONB; // move focus to option B
    }
    else if(keyCode == FIRE){
        presentScreen = SCREEN_PROFILE_GUESTLISTD_2;
    }
}
}
//////////PROFILE IN GUEST LIST 2
else if (presentScreen == SCREEN_PROFILE_GUESTLISTA_2){
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_GUEST_LIST2;
    }
}
else if (presentScreen == SCREEN_PROFILE_GUESTLISTC_2){
    if(keyCode == SOFTKEY1)
    {
        presentScreen = SCREEN_GUEST_LIST2;
    }
}

```

```
}
else if (presentScreen == SCREEN_PROFILE_GUESTLISTD_2){
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_GUEST_LIST2;
  }
}
else if (presentScreen == TIMER){
  if(keyCode == SOFTKEY1)
  {
    presentScreen = MOBILE_END;
  }
}
else if (presentScreen == MOBILE_END){
  if(keyCode == SOFTKEY1)
  {
    presentScreen = SCREEN_SMS;
  }
}
}
//// end profili guest list 1

}
```

```
////////////////////////////////////
//////////GRAPHIC //////////////////////////////////////
// Named references to images
PImage background_yellow;
PImage small_grid;
PImage white_square;
PImage cursore;
PImage lid;
PImage big_cursor;

//// BUTTON //////////////////////////////////////
PImage button;
//////// BUTTON TEXT //////////
PImage button_profile;
PImage button_guestlist;
PImage button_yes;
PImage button_ok;
PImage button_back;
PImage button_no;
PImage button_select;
PImage button_delete;
PImage button_invite;

//////// ELLIPSES //////////////////////////////////////
PImage white_ellipse;
PImage white_ellipse_big;
PImage white_ellipse_small;

// screen_menu = 7 inizializzo le immagini del cibo / images menu food
PImage image_A0;
PImage image_B0;
PImage image_C0;
PImage image_A1;
PImage image_B1;
PImage image_C1;
PImage image_A2;
PImage image_B2;
PImage image_C2;
PImage food_type;
PImage orange_square;
PImage text_discover; //first text in SCREEN_MENU before discover lids

// IMAGES FOOD BIG for the profile selection
PImage image_a0_big;
PImage image_a1_big;
PImage image_a2_big;
PImage image_b0_big;
PImage image_b1_big;
PImage image_b2_big;
PImage image_c0_big;
PImage image_c1_big;
PImage image_c2_big;
```

```
//2nd screen_sms = 1 (inizializzo)
PImage sms_egg;
PImage sms_text;

//3rd SCREEN_BIGLID = 3 screen background + small_grid+big_lid
PImage big_lid_start;
PImage big_lid_text;

//RESEARCH RECIPES ////////////
PImage posate;
PImage book_recipes;
PImage text_research;

//// DISTANCE ////////////
PImage distance_01;
PImage distance_02;
PImage distance_03;
///TEXT DISTANCE ////////////
PImage text_distance1;
PImage text_distance2;
PImage text_distance3;

//// TIME ////////////
PImage time_01;
PImage time_02;
PImage time_03;
PImage time_04;
///TEXT TIME ////////////
PImage text_time1;
PImage text_time2;
PImage text_time3;
PImage text_time4;

//// FOOD TEXTS when you discover the plates//////////
PImage text_A0;
PImage text_A1;
PImage text_A2;
PImage text_C0;
PImage text_C1;
PImage text_C2;
PImage text_B0;
PImage text_B0_guestlist;//barbatrucco x la guestlist
PImage text_B1;
PImage text_B2;
PImage text_B2_guestlist;//barbatrucco x la guestlist
PImage food_text;

//load different profile
PImage background_profile;
PImage text_profileA0;
PImage text_profileA1;
PImage text_profileA2;
PImage text_profileB0;
```

PImage text_profileB1;
PImage text_profileB2;
PImage text_profileC0;
PImage text_profileC1;
PImage text_profileC2;

PImage posate_selected;

//load pofile text for: SURE - SELECTED(INVITE)

PImage text_A0_invite;
PImage text_A0_sure;
PImage text_A1_invite;
PImage text_A1_sure;
PImage text_A2_invite;
PImage text_A2_sure;
PImage text_B0_invite;
PImage text_B0_sure;
PImage text_B1_invite;
PImage text_B1_sure;
PImage text_B2_invite;
PImage text_B2_sure;
PImage text_C0_invite;
PImage text_C0_sure;
PImage text_C1_invite;
PImage text_C1_sure;
PImage text_C2_invite;
PImage text_C2_sure;

//NESSUNO

PImage nessuno;
PImage text_nobody;

//timer

PImage timer;
PImage text_timer;

// animation timer

PImage back;
PImage indicatore;

//animation logo

PImage animation;

//animation logo

PImage mobile_end;

//text delete form guest list 1

PImage text_delete_C1;

//animation logo

PImage titol;
PImage vassoio;

```

////SCELTA//////////
PImage scelta_sfondo;
PImage scelta_domanda;
////SCELTA TIME ////
PImage scelta_timet01;
PImage scelta_timet02;
PImage scelta_timet03;
PImage scelta_timet04;
////SCELTA DISTANCE ////
PImage scelta_dist01;
PImage scelta_dist02;
PImage scelta_dist03;

// Function to load all the images
void loadImages()
{
  background_yellow = loadImage("background.png");
  white_square = loadImage("white_square.png");
  cursore = loadImage("cursor.png");
  lid = loadImage ("lid.png");
  small_grid = loadImage ("small_grid.png");
  button = loadImage ("button.png");
  big_cursor = loadImage ("big_cursor.png");
  //// BUTTON TEXTS //////////////////////////////////////
  button_guestlist = loadImage ("button_guestlist.png");
  button_profile = loadImage ("button_profile.png");
  button_ok = loadImage ("button_ok.png");
  button_back = loadImage ("button_back.png");
  button_yes = loadImage ("button_yes.png");
  button_no = loadImage ("button_no.png");
  button_select = loadImage ("button_select.png");
  button_delete = loadImage ("button_delete.png");
  button_invite = loadImage ("button_invite.png");
  //// ELLIPSES //////////////////////////////////////
  white_ellipse = loadImage ("white_ellipse.png");
  white_ellipse_big = loadImage ("white_ellipse_big.png");
  white_ellipse_small = loadImage ("white_ellipse_small.png");

  //// FOOD IMAGE - MENU //////////////////////////////////////
  image_A0 = loadImage("image_a0.png");
  image_B0 = loadImage("image_b0.png");
  image_C0 = loadImage("image_c0.png");
  image_A1 = loadImage("image_a1.png");
  image_B1 = loadImage("image_b1.png");
  image_C1 = loadImage("image_c1.png");
  image_A2 = loadImage("image_a2.png");
  image_B2 = loadImage("image_b2.png");
  image_C2 = loadImage("image_c2.png");
  orange_square = loadImage("orange_square.png");
  //// FOOD IMAGE BIG - for the profile selection
  image_a0_big = loadImage("image_a0_big.png");
  image_a1_big = loadImage("image_a1_big.png");

```

```
image_a2_big = loadImage("image_a2_big.png");
image_b0_big = loadImage("image_b0_big.png");
image_b1_big = loadImage("image_b1_big.png");
image_b2_big = loadImage("image_b2_big.png");
image_c0_big = loadImage("image_c0_big.png");
image_c1_big = loadImage("image_c1_big.png");
image_c2_big = loadImage("image_c2_big.png");
```

```
/////////NESSUNO ////////////
```

```
nessuno = loadImage("nessuno.png");
text_nobody = loadImage("text_nobody.png");
```

```
//// TEXT OF FOOD IMAGE - MENU ////////////
```

```
text_A0 = loadImage("text_A0.png");
text_A1 = loadImage("text_A1.png");
text_A2 = loadImage("text_A2.png");
text_B0 = loadImage("text_B0.png");
text_B1 = loadImage("text_B1.png");
text_B2 = loadImage("text_B2.png");
text_C0 = loadImage("text_C0.png");
text_C1 = loadImage("text_C1.png");
text_C2 = loadImage("text_C2.png");
text_B0_guestlist = loadImage ("text_B0_guestlist.png");//barbatrucco
text_B2_guestlist = loadImage ("text_B2_guestlist.png");//barbatrucco
```

```
///TEXT BEFORE DISCOVER LIDS
```

```
text_discover = loadImage("text_discover.png");
```

```
//// PROFILE ////////////
```

```
background_profile = loadImage("background_profile.png");
text_profileA0 = loadImage ("text_profileA0.png");
text_profileA1 = loadImage ("text_profileA1.png");
text_profileA2 = loadImage ("text_profileA2.png");
text_profileB0 = loadImage ("text_profileB0.png");
text_profileB1 = loadImage ("text_profileB1.png");
text_profileB2 = loadImage ("text_profileB2.png");
text_profileC0 = loadImage ("text_profileC0.png");
text_profileC1 = loadImage ("text_profileC1.png");
text_profileC2 = loadImage ("text_profileC2.png");
```

```
posate_selected = loadImage ("posate_selected.png");
```

```
////TEXT PROFILE SURE & INVITE
```

```
text_A0_invite = loadImage ("text_A0_invite.png");
text_A0_sure = loadImage ("text_A0_sure.png");
text_A1_invite = loadImage ("text_A1_invite.png");
text_A1_sure = loadImage ("text_A1_sure.png");
text_A2_invite = loadImage ("text_A2_invite.png");
text_A2_sure = loadImage ("text_A2_sure.png");
text_B0_invite = loadImage ("text_B0_invite.png");
text_B0_sure = loadImage ("text_B0_sure.png");
text_B1_invite = loadImage ("text_B1_invite.png");
text_B1_sure = loadImage ("text_B1_sure.png");
```

```
text_B2_invite = loadImage ("text_B2_invite.png");
text_B2_sure = loadImage ("text_B2_sure.png");
text_C0_invite = loadImage ("text_C0_invite.png");
text_C0_sure = loadImage ("text_C0_sure.png");
text_C1_invite = loadImage ("text_C1_invite.png");
text_C1_sure = loadImage ("text_C1_sure.png");
text_C2_invite = loadImage ("text_C2_invite.png");
text_C2_sure = loadImage ("text_C2_sure.png");
```

```
//// SCREEN SMS //////////////////////////////////////
sms_egg = loadImage ("sms_egg.png");
sms_text = loadImage ("sms_text.png");
```

```
//RESEARCH RECIPES //////////////////////////////////
posate = loadImage ("posate.png");
book_recipes = loadImage ("book_recipes.png");
text_research = loadImage ("text_research.png");
```

```
//// SCREEN BIG LID - SCREEN 3 //////////////////////////////////
big_lid_start = loadImage ("lid_big_start.png");
big_lid_text = loadImage ("lid_big_text.png");
```

```
//// SCREEN DISTANCE //////////////////////////////////
distance_01 = loadImage ("distance_01.png");
distance_02 = loadImage ("distance_02.png");
distance_03 = loadImage ("distance_03.png");
//// TEXT DISTANCE////////////////////////////////////
text_distance1 = loadImage ("text_distance1.png");
text_distance2 = loadImage ("text_distance2.png");
text_distance3 = loadImage ("text_distance3.png");
///scelta distnce -time //////////////////////////////////
scelta_dist01 = loadImage ("scelta_dist01.png");
scelta_dist02 = loadImage ("scelta_dist02.png");
scelta_dist03 = loadImage ("scelta_dist03.png");
```

```
//// SCREEN TIME //////////////////////////////////
time_01 = loadImage ("time_01.png");
time_02 = loadImage ("time_02.png");
time_03 = loadImage ("time_03.png");
time_04 = loadImage ("time_04.png");
//////TEXT TIME //////////////////////////////////
text_time1 = loadImage ("text_time1.png");
text_time2 = loadImage ("text_time2.png");
text_time3 = loadImage ("text_time3.png");
text_time4 = loadImage ("text_time4.png");
///scelta time -distance //////////////////////////////////
scelta_timet01 = loadImage ("scelta_timet01.png");
scelta_timet02 = loadImage ("scelta_timet02.png");
scelta_timet03 = loadImage ("scelta_timet03.png");
scelta_timet04 = loadImage ("scelta_timet04.png");
//////SCELTA////////////////////////////////////
scelta_sfondo = loadImage ("scelta_sfondo.png");
```

```
scelta_domanda = loadImage ("scelta_domanda.png");
```

```
///timer chi ha fatto sta immagine???fa schifo!!
```

```
timer = loadImage ("timer.png");
```

```
text_timer = loadImage ("text_timer.png");
```

```
//animation timer
```

```
indicatore = loadImage("s_indicatore.png");
```

```
///logopage
```

```
animation = loadImage("animation.png");
```

```
///mobile image the end!! evviva!!!
```

```
mobile_end = loadImage("mobile_end.png");
```

```
///text delete from guest list1
```

```
text_delete_C1 = loadImage("text_delete_C1.png");
```

```
///animation logo
```

```
titol=loadImage("scritta.png");
```

```
vassoio=loadImage("eggs_appear.png");
```

```
}
```

```
void drawMenu()
```

```
{
```

```
  // draw menu background
```

```
  image(background_yellow, 0, 0);
```

```
}
```

```
void BigCursor(){
```

```
  if( bigCursor == CURSOR_OPTIONA){
```

```
    image( big_cursor, 9, 9);
```

```
  }
```

```
  if(bigCursor == CURSOR_OPTIONB){
```

```
    image(big_cursor, 9, 70);
```

```
  }
```

```
  if(bigCursor == CURSOR_OPTIONC){
```

```
    image(big_cursor, 9, 131);
```

```
  }
```

```
  if(bigCursor == CURSOR_OPTIOND){
```

```
    image(big_cursor, 9, 192);
```

```
  }
```

```
}
```

```
//////// BUTTONS //////////////////////////////////////
```

```
void drawLeftButton() ///solo una prova!! da cancellare
```

```
{
```

```
  image( button, 9, 298 );
```

```
}
```

```
void drawRightButton() ///solo una prova!! da cancellare
```

```
{
```

```

    image( button, 156, 298 );
}

void drawButtons() //solo una prova!! da cancellare
{
    drawLeftButton();
    drawRightButton();
}

//////////POSATE PER SELECTED SU INVITE //////////
void drawPosateSelected() //solo una prova!! da cancellare
{
    image( posate_selected, 135, 156 );
}

////////// TEXTS BUTTON //////////////////////////////////////
void drawButtonProfile()
{
    image (button_profile, 9, 298);
}
void drawButtonGuestList()
{
    image (button_guestlist, 156, 298);
}
void drawButtonOk()
{
    image (button_ok, 153, 298);
}

void drawButtonYes()
{
    image (button_yes, 153, 298);
}
void drawButtonNo()
{
    image (button_no, 9, 298);
}

void drawButtonBack()
{
    image (button_back , 9, 298);
}
void drawButtonSelect()
{
    image (button_select, 153, 298);
}
void drawButtonDelete()
{
    image (button_delete, 153, 298);
}
void drawButtonInvite()
{
    image (button_invite, 153, 298);
}

```

```

}

////////// ELLIPSE //////////////////////////////////////
void drawEllipse()
{
    image(white_ellipse, 9, 235);
}
void drawEllipseSmall()
{
    image(white_ellipse_small, 37, 220);
}
void drawEllipseBig()
{
    image(white_ellipse_big, 9, 235);
}

////////// to draw nine white square //////////////////////////////////////
void drawWhiteSquare()
{
    for(int x = 9; x < 230; x = x + 76)
    {
        for(int y = 9; y < 230; y = y + 76)
        {
            image (white_square, x, y);
        }
    }
    drawEllipse();
}

//draw the cursor
void drawCursore(int position)
{
    int x=9;
    int y=9;

    if(position == A0)
    {
        x=9;
        y=9;
    }
    else if (position == A1)
    {
        x=9;
        y=85;
    }
    else if (position == A2)
    {
        x=9;
        y=161;
    }
    else if (position == B0)
    {
        x = 85;
    }
}

```

```

    y = 9;
}
else if (position == B1)
{
    y = 85;
    x = 85;
}
else if (position == B2)
{
    x = 85;
    y = 161;
}
else if (position == C0)
{
    x = 161;
    y = 9;
}
else if (position == C1)
{
    x = 161;
    y = 85;
}
else if (position == C2)
{
    x = 161;
    y = 161;
}
image (cursore, x, y);
}

```

// DRAW THE RIGHT FOOD IN THE RIGHT CELL

```

void drawFood(int position)
{
    int x=9;
    int y=9;

    if(position == A0)
    {
        x=9;
        y=9;
        food_type = image_A0;
    }
    else if (position == A1)
    {
        x=9;
        y=85;
        food_type = image_A1;
    }
    else if (position == A2)
    {
        x=9;
        y=161;
        food_type = image_A2;
    }
}

```

```
}
else if (position == B0)
{
    x = 85;
    y = 9;
    food_type = image_B0;
}
else if (position == B1)
{
    y = 85;
    x = 85;
    food_type = image_B1;
}
else if (position == B2)
{
    x = 85;
    y = 161;
    food_type = image_B2;
}
else if (position == C0)
{
    x = 161;
    y = 9;
    food_type = image_C0;
}
else if (position == C1)
{
    x = 161;
    y = 85;
    food_type = image_C1;
    food_text = text_C1;
}
else if (position == C2)
{
    x = 161;
    y = 161;
    food_type = image_C2;
}
image (food_type, x, y);
}
```

//draw the cursor

```
void drawLid(int position)
```

```
{
    int x=9;
    int y=9;

    if(position == A0)
    {
        image(text_discover, 9, 235);
        x=9;
        y=9;
    }
}
```

```
else if (position == A1)
{
    x=9;
    y=85;
}
else if (position == A2)
{
    x=9;
    y=161;
}
else if (position == B0)
{
    x = 85;
    y = 9;
}
else if (position == B1)
{
    y = 85;
    x = 85;
}
else if (position == B2)
{
    x = 85;
    y = 161;
}
else if (position == C0)
{
    x = 161;
    y = 9;
}
else if (position == C1)
{
    x = 161;
    y = 85;
}
else if (position == C2)
{
    x = 161;
    y = 161;
}
image (lid, x, y);
}
```

```
void drawWhiteSquare(int position)
{
    int x=9;
    int y=9;

    if(position == A0)
    {
        x=9;
        y=9;
    }
}
```

```

else if (position == A1)
{
    x=9;
    y=85;
}
else if (position == A2)
{
    x=9;
    y=161;
}
else if (position == B0)
{
    x = 85;
    y = 9;
}
else if (position == B1)
{
    y = 85;
    x = 85;
}
else if (position == B2)
{
    x = 85;
    y = 161;
}
else if (position == C0)
{
    x = 161;
    y = 9;
}
else if (position == C1)
{
    x = 161;
    y = 85;
}
else if (position == C2)
{
    x = 161;
    y = 161;
}
image (white_square, x, y);
}

```

```

//////////draw food text
// DRAW THE RIGHT FOOD IN THE RIGHT CELL
void drawFoodText(int position)
{
    int x=9;
    int y=235;

    if(position == A0)
    {
        food_text = text_A0;
    }
}

```

```

}
else if (position == A1)
{
    food_text = text_A1;
}
else if (position == A2)
{
    food_text = text_A2;
}
else if (position == B0)
{
    food_text = text_B0;
}
else if (position == B1)
{
    food_text = text_B1;
}
else if (position == B2)
{
    food_text = text_B2;
}
else if (position == C0)
{
    food_text = text_C0;
}
else if (position == C1)
{
    food_text = text_C1;
}
else if (position == C2)
{
    food_text = text_C2;
}

image (food_text, x, y);
drawButtons();
drawButtonProfile();
drawButtonGuestList();
}

```

/////balkground square -food selected /////

```
void drawOrangeSquare(int position)
```

```

{
    int x=9;
    int y=9;

    if(position == A0)
    {
        x=9;
        y=9;
    }
    else if (position == A1)
    {

```

```
x=9;
y=85;
}
else if (position == A2)
{
x=9;
y=161;
}
else if (position == B0)
{
x = 85;
y = 9;
}
else if (position == B1)
{
y = 85;
x = 85;
}
else if (position == B2)
{
x = 85;
y = 161;
}
else if (position == C0)
{
x = 161;
y = 9;
}
else if (position == C1)
{
x = 161;
y = 85;
}
else if (position == C2)
{
x = 161;
y = 161;
}
image (orange_square, x, y);
}
```

```
void drawAllLids()
{
drawLid(A0);
drawLid(A1);
drawLid(A2);
drawLid(B0);
drawLid(B1);
drawLid(B2);
drawLid(C0);
drawLid(C1);
drawLid(C2);
}
```

```
//////// PROFILI //////////////////////////////////////
```

```
void drawAllProfiles()  
{  
    drawMenu();  
    image(background_profile, 9, 9);  
    drawButtons();  
}
```

```
/////A0 profile/////
```

```
void drawProfile1_A0() ///first screen - age/name/photo/text profile  
{  
    drawMenu();  
    drawAllProfiles();  
    image(text_profileA0, 0, 0);  
    image (image_A0, 160, 10);  
    drawButtonSelect();  
    drawButtonBack();  
}
```

```
void drawProfile2_A0()///do you want confirm him?
```

```
{  
    drawMenu();  
    image (small_grid, 9, 9);  
    image (image_a0_big, 0, 0);  
    drawButtons();  
    drawButtonYes();  
    drawButtonNo();  
    drawEllipse();  
    image (text_A0_sure, 9, 235);  
}
```

```
void drawProfile3_A0()///profile is selected
```

```
{  
    drawMenu();  
    image (small_grid, 9, 9);  
    image (image_a0_big, 0, 0);  
    drawEllipse();  
    drawPosateSelected();  
    image (text_A0_invite, 9, 235);  
}
```

```
/////A1 profile/////
```

```
void drawProfile1_A1()  
{  
    drawMenu();  
    drawAllProfiles();  
    image(text_profileA1, 0, 0);  
    image (image_A1, 160, 10);  
    drawButtonSelect();  
    drawButtonBack();  
}
```

```
void drawProfile2_A1()
{
    drawMenu();
    image (small_grid, 9, 9);
    image (image_a1_big, 0, 0);
    drawButtons();
    drawButtonYes();
    drawButtonNo();
    drawEllipse();
    image (text_A1_sure, 9, 235);
}
```

```
void drawProfile3_A1()
{
    drawMenu();
    image (small_grid, 9, 9);
    image (image_a1_big, 0, 0);
    drawEllipse();
    drawPosateSelected();
    image (text_A1_invite, 9, 235);
}
```

```
/////A2 profile////////
void drawProfile1_A2()
{
    drawMenu();
    drawAllProfiles();
    image(text_profileA2, 0, 0);
    image (image_A2, 160, 10);
    drawButtonSelect();
    drawButtonBack();
}
```

```
void drawProfile2_A2()
{
    drawMenu();
    image (small_grid, 9, 9);
    image (image_a2_big, 0, 0);
    drawButtons();
    drawButtonYes();
    drawButtonNo();
    drawEllipse();
    image (text_A2_sure, 9, 235);
}
```

```
void drawProfile3_A2()
{
    drawMenu();
    image (small_grid, 9, 9);
    image (image_a2_big, 0, 0);
    drawEllipse();
    drawPosateSelected();
}
```

```
image (text_A2_invite, 9, 235);  
}
```

```
/////B0 profile/////
```

```
void drawProfile1_B0()  
{  
drawMenu();  
drawAllProfiles();  
image(text_profileB0, 0, 0);  
image (image_B0, 160, 10);  
drawButtonSelect();  
drawButtonBack();  
}
```

```
void drawProfile2_B0()  
{  
drawMenu();  
image (small_grid, 9, 9);  
image (image_b0_big, 0, 0);  
drawButtons();  
drawButtonYes();  
drawButtonNo();  
drawEllipse();  
image (text_B0_sure, 9, 235);  
}
```

```
void drawProfile3_B0()  
{  
drawMenu();  
image (small_grid, 9, 9);  
image (image_b0_big, 0, 0);  
drawEllipse();  
drawPosateSelected();  
image (text_B0_invite, 9, 235);  
}
```

```
/////B1 profile/////
```

```
void drawProfile1_B1()  
{  
drawMenu();  
drawAllProfiles();  
image(text_profileB1, 0, 0);  
image (image_B1, 160, 10);  
drawButtonSelect();  
drawButtonBack();  
}
```

```
void drawProfile2_B1()  
{  
drawMenu();  
image (small_grid, 9, 9);  
image (image_b1_big, 0, 0);  
drawButtons();  
}
```

```
drawButtonYes();
drawButtonNo();
drawEllipse();
image (text_B1_sure, 9, 235);
}
```

```
void drawProfile3_B1()
{
drawMenu();
image (small_grid, 9, 9);
image (image_b1_big, 0, 0);
drawEllipse();
drawPosateSelected();
image (text_B1_invite, 9, 235);
}
```

```
/////B2 profile/////
```

```
void drawProfile1_B2()
{
drawMenu();
drawAllProfiles();
image(text_profileB2, 0, 0);
image (image_B2, 160, 10);
drawButtonSelect();
drawButtonBack();
}
```

```
void drawProfile2_B2()
{
drawMenu();
image (small_grid, 9, 9);
image (image_b2_big, 0, 0);
drawButtons();
drawButtonYes();
drawButtonNo();
drawEllipse();
image (text_B2_sure, 9, 235);
}
```

```
void drawProfile3_B2()
{
drawMenu();
image (small_grid, 9, 9);
image (image_b2_big, 0, 0);
drawEllipse();
drawPosateSelected();
image (text_B2_invite, 9, 235);
}
```

```
/////C0 profile/////
```

```
void drawProfile1_C0()
{
drawMenu();
```

```

drawAllProfiles();
image(text_profileC0, 0, 0);
image (image_C0, 160, 10);
drawButtonSelect();
drawButtonBack();
}

void drawProfile2_C0()
{
drawMenu();
image (small_grid, 9, 9);
image (image_c0_big, 0, 0);
drawButtons();
drawButtonYes();
drawButtonNo();
drawEllipse();
image (text_C0_sure, 9, 235);
}

void drawProfile3_C0()
{
drawMenu();
image (small_grid, 9, 9);
image (image_c0_big, 0, 0);
drawEllipse();
drawPosateSelected();
image (text_C0_invite, 9, 235);
}

/////C1 profile////////
void drawProfile1_C1()
{
drawMenu();
drawAllProfiles();
image(text_profileC1, 0, 0);
image (image_C1, 160, 10);
drawButtonSelect();
drawButtonBack();
}

void drawProfile2_C1()
{
drawMenu();
image (small_grid, 9, 9);
image (image_c1_big, 0, 0);
drawButtons();
drawButtonYes();
drawButtonNo();
drawEllipse();
image (text_C1_sure, 9, 235);
}

void drawProfile3_C1()

```

```
{
drawMenu();
image (small_grid, 9, 9);
image (image_c1_big, 0, 0);
drawEllipse();
drawPosateSelected();
image (text_C1_invite, 9, 235);
}
```

```
/////C1 profile////////
void drawProfile1_C2()
```

```
{
drawMenu();
drawAllProfiles();
image(text_profileC2, 0, 0);
image (image_C2, 160, 10);
drawButtonSelect();
drawButtonBack();
}
```

```
void drawProfile2_C2()
```

```
{
drawMenu();
image (small_grid, 9, 9);
image (image_c2_big, 0, 0);
drawButtons();
drawButtonYes();
drawButtonNo();
drawEllipse();
image (text_C2_sure, 9, 235);
}
```

```
void drawProfile3_C2()
```

```
{
drawMenu();
image (small_grid, 9, 9);
image (image_c2_big, 0, 0);
drawEllipse();
drawPosateSelected();
image (text_C2_invite, 9, 235);
}
```

```
///// end profile //////////////////////////////////////
```

```
////////PROFILE DE-SELECT DA GUEST LIST 1////////////////////////////////////
```

```
void drawProfileGuestListA()
```

```
{
drawAllProfiles();
image(text_profileB0, 0, 0);
image (image_B0, 160, 10);
drawButtonBack();
drawButtonDelete();
}
```

```
void drawProfileGuestListB()
{
    drawAllProfiles();
    image(text_profileC1, 0, 0);
    image (image_C1, 160, 10);
    drawButtonBack();
    drawButtonDelete();
}
```

```
void drawEraseProfileGuestListB()
{
    drawMenu();
    image (small_grid, 9, 9);
    image (image_c1_big, 0, 0);
    drawEllipse();
    image (text_delete_C1, 9, 235);
    drawPosateSelected();
    drawButtons();
    drawButtonYes();
    drawButtonNo();
}
```

```
void drawProfileGuestListC()
{
    drawAllProfiles();
    image(text_profileA2, 0, 0);
    image (image_A2, 160, 10);
    drawButtonBack();
    drawButtonDelete();
}
```

```
void drawProfileGuestListD()
{
    drawAllProfiles();
    image(text_profileB2, 0, 0);
    image (image_B2, 160, 10);
    drawButtonBack();
    drawButtonDelete();
}
```

```
/////////END PROFILE 1 ////////////
```

```
/////////PROFILE DE-SELECT DA GUEST LIST 2/////////
```

```
void drawProfileGuestListA_2()
{
    drawAllProfiles();
    image(text_profileB0, 0, 0);
    image (image_B0, 160, 10);
    drawButtonBack();
    drawButtonDelete();
}
```

```
void drawProfileGuestListD_2()
{
```

```

drawAllProfiles();
image(text_profileB2, 0, 0);
image (image_B2, 160, 10);
drawButtonBack();
drawButtonDelete();
}

void drawProfileGuestListC_2()
{
drawAllProfiles();
image(text_profileA2, 0, 0);
image (image_A2, 160, 10);
drawButtonBack();
drawButtonDelete();
}
///// end profile 2////////////////////////////////////

```

```

void drawSmsStart()
{
image(background_yellow, 0, 0);
image(small_grid, 9, 9 );
image( sms_egg, 0, 0 );
drawEllipse();
image( sms_text, 9, 235 );
drawButtons();
drawButtonYes();
drawButtonNo();
}

```

```

void drawBigLid()
{
image (background_yellow, 0, 0);
image (small_grid, 9, 9);
image (big_lid_start, 27, 55);
image (white_ellipse_big, 9, 235);
image (big_lid_text, 9, 235);
}

```

//////// RESEARCH RECIPES //////////////////////////////////////

```

void research_recipes()
{
drawMenu();
image(small_grid, 9, 9 );
image (book_recipes, 0, 0);
drawEllipseBig();
image (text_research, 9, 235);
}

```

////////////////////////////////////

```

void drawGuestList1 (){
drawMenu();

image(white_ellipse, 9, 9);
image (text_B0_guestlist, 80, 10);

```

```
image (image_B0, 9, 5);
```

```
image(white_ellipse, 9, 70);
```

```
image (text_C1,80, 72);
```

```
image (image_C1, 9, 67);
```

```
image(white_ellipse, 9, 131);
```

```
image (text_A2, 80,131);
```

```
image (image_A2, 9, 126);
```

```
image(white_ellipse, 9, 192);
```

```
image (text_B2_guestlist, 80, 191);
```

```
image (image_B2, 9, 186);
```

```
drawButtons();
```

```
drawButtonInvite();
```

```
drawButtonBack();
```

```
BigCursor();
```

```
}
```

```
void drawGuestList2 (){
```

```
drawMenu();
```

```
image(white_ellipse, 9, 9);
```

```
image (image_B0, 9, 5);
```

```
image (text_B0_guestlist, 80, 10);
```

```
image(white_ellipse, 9, 70);
```

```
image (image_A2, 9, 67);
```

```
image (text_A2, 80, 72);
```

```
image(white_ellipse, 9, 131);
```

```
image (image_B2, 9, 126);
```

```
image (text_B2_guestlist, 80, 126);
```

```
drawButtons();
```

```
BigCursor();
```

```
drawButtonInvite();
```

```
drawButtonBack();
```

```
}
```

```
//////// MRNESSUNO /////
```

```
void drawMrNessuno()
```

```
{
```

```
drawMenu();
```

```
image (small_grid, 9, 9);
```

```
image (nessuno, 0, 0);
```

```
drawLeftButton();
```

```
drawButtonBack();
```

```
drawEllipse();
```

```
image (text_nobody, 9, 235);
```

```
}
```

```
//////ANIMATION RESEACH POSATE(rotation fork and knife)////////
```

```
void loadposate(int p, int x, int y){  
    image(posate,p,0,100,100,x,y);  
    caricato=true;  
}
```

```
void time(){  
    time = time+1;  
    if (time>=4){  
        time=0;  
        volte=volte+1;  
        if(volte>=12){  
            volte=0;  
        }  
    }  
}
```

```
//////////timer//////////
```

```
void timer(){  
    drawMenu();  
    image (small_grid, 9, 9);  
    drawEllipse();  
    image (timer, 0, 0);  
    image (text_timer, 9, 235);  
    ///////////  
    if(carica==false){  
        carica();  
    }  
    scarica();  
    indicatore(38);  
}
```

```
void indicatore(int x){  
    image(indicatore,16*pos,0,16,320,x+(16*pos),0);  
}
```

```
void carica(){  
    if(tempo>=0){  
        tempo=tempo+1;  
        // cambiare "tempo" in questo if per cambiare la velocità di carica (carica = movimento da destra a sinistra)  
        if(tempo>=5){  
            tempo=0;  
            pos=pos-1;  
        }  
        if(pos<=0){  
            pos=0;  
            carica=true;  
        }  
    }  
}
```

```
void scarica(){  
    if(carica==true){  
        tempo=tempo+1;
```

```
// cambiare "tempo" in questo if per cambiare la velocità di scarica (scarica = movimento da sinistra a destra)
```

```
if(tempo>=22){  
    tempo=0;  
    pos=pos+1;  
}  
if(pos>=7){  
    pos=7;  
    tempo=0;  
}  
}  
}
```

```
////ANIMATION LOGO
```

```
void drawAnimation()  
{  
    drawMenu();  
    timelogo=timelogo+1;  
    if (timelogo>=20){  
        tb=tb+1;  
        timelogo=0;  
        if(tb>=6){  
            tv=tv+1;  
        }  
        if((tv>=10)&&(tb>=10)){  
            tv=9;  
            tb=10;  
        }  
    }  
}
```

```
vassoio(53*tv,95,160);  
titol(8,190);  
println(tv);  
}
```

```
void titol(int tx,int ty){  
    image(titol,tx,ty);  
}
```

```
void vassoio(int v, int vx, int vy){  
    image(vassoio,v,1,50,41,vx,vy);  
}
```

```
///MOBILE END ///
```

```
void mobile_end()  
{  
    image(mobile_end, 0, 0);  
}
```

```

////////////////////////////////////
//////MENU - DEFINE SINGLE POSITION/////
void drawPosition(int position)
{
    if(!visited[position])
    {
        // disegno il coperchio
        drawLid(position);

    }
    else
    {

        if(selected[position])
        {
            // sfondo arancio
            drawOrangeSquare(position);

        }
        /* else
        {
            // sfondo bianco
            drawWhiteSquare(position);
        }*/

        drawFood(position); // disegno l'immaginina;

        if(focus[position])
        {
            drawCursore(position); // disegna il cursore;
            drawFoodText(position);

        }

    }
}

void nextPositionWithStop(int arrow)
{

    if (GRIDPOSITION==AN)
    {
        GRIDPOSITION=A0;
    }
    else if (arrow == RIGHT
        && GRIDPOSITION%3 < 2 // posso andare ancora a destra GRIDPOSITION%3 = numero colonna
        (resto divisione)

```

```

    )
    {
        GRIDPOSITION++;
    }
    else if (arrow == LEFT
        && GRIDPOSITION%3 > 0 // posso andare ancora a destra GRIDPOSITION%3 = numero colonna
        (resto divisione)
    )
    {
        GRIDPOSITION--;
    }
    else if (arrow == DOWN
        && GRIDPOSITION/3 < 2 // posso andare ancora a destra GRIDPOSITION%3 = numero colonna
        (resto divisione)
    )
    {
        GRIDPOSITION+=3;
    }
    else if (arrow == UP
        && GRIDPOSITION/3 > 0 // posso andare ancora a destra GRIDPOSITION%3 = numero colonna
        (resto divisione)
    )
    {
        GRIDPOSITION-=3;
    }
}

void updatePosition()
{
    if(!visited[GRIDPOSITION])
    {
        visited[GRIDPOSITION]=true;
    }
    for(int i=0; i<9; i++)
    {
        if(i != GRIDPOSITION)
        {
            focus[i] = false;
        }
    }
    focus[GRIDPOSITION] = true;
}

```