

Logic Tab

```
import processing.phone.*; // import phone library to go full screen
```

```
Phone p;
```

```
void setup()
```

```
{
```

```
  size(240, 320);
```

```
  p = new Phone(this);
```

```
  p.fullscreen(); // Go full screen
```

```
  loadMenuSetup();
```

```
}
```

```
// SCREENS
```

```
int SCREENSETUP = 0;
```

```
int SCREENCAMERA = 1;
```

```
int SCREENMENU = 2;
```

```
int SCREEN_PIDGEON = 3;
```

```
int SCREENPROFILE = 4;
```

```
int SCREENPIAZZA = 5;
```

```
int SCREENADDGARMENT = 6;
```

```
int SCREENHISTORY = 7;
```

```
int SCREENPIAZZAUSERS = 10;
```

```
int SCREENUSERSINSIDE1 = 11;
```

```
int SCREENMARKERANIMATION = 12;
```

```
int SCREEN_WARDROBE_SELECT = 13;
```

```
int SCREEN_WARDROBE_LOOK = 14;
```

```
int SCREEN_WARDROBE_LOOK2 = 15;
```

```
int SCREEN_EVALUATION = 16;
```

```
int SCREEN_DAY= 17;
int SCREEN_WORK = 18;
int SCREEN_SAVANT = 19;
int SCREEN_WARDROBE_LOOK_REST = 20;
int SCREEN_WARDROBE_LOOK_HAT = 21;
int SCREEN_WARDROBE_LOOK_TIE = 22;
```

```
// SUB_SCREEN
```

```
int MENU_OPTION_WARDROBE = 0;
```

```
int MENU_OPTION_PIAZZA = 1;
```

```
int MENU_OPTION_MIRROR = 2;
```

```
int MENU_OPTION_TABLE = 3;
```

```
int MENU_OPTION_CLOCK = 4;
```

```
int PIAZZA_OPTION_ALTUS = 0;
```

```
int PIAZZA_OPTION_PAPEUR = 1;
```

```
int PIAZZA_OPTION_OPULENS = 2;
```

```
int USERS_OPTION_NICOLA = 0;
```

```
int USERS_OPTION_FABRIZIO = 1;
```

```
int USERS_OPTION_ALBERTO = 2;
```

```
int USERS_OPTION_LUIGI = 3;
```

```
int USERS_SELECTED_KNIFE = 0;
```

```
int USERS_SELECTED_SLAP = 1;
```

```
int USERS_SELECTED_EGG = 2;
```

```
int USERS_SELECTED_MARKER = 3;
```

```
int USERS_SELECTED_EXAMPLE = 4;
```

int WARDROBE_LOOK_1=0;

int WARDROBE_LOOK_2=0;

int WARDROBE_LOOK_REST=0;

int WARDROBE_LOOK_HAT=0;

int WARDROBE_LOOK_TIE=0;

int SCREENUSERSVANDALIZE = 0;

int SCREEN_USERS_VANDALIZE_ANI = 1;

int ADD_GARMENT_ADD = 0;

int ADD_GARMENT_SCAN = 1;

int ADD_GARMENT_CONFIRM = 2;

int WARDROBE_SECTION_HAT =0;

int WARDROBE_SECTION_SHIRT =1;

int WARDROBE_SECTION_TIE = 2;

int WARDROBE_SECTION_JACKET = 3;

int WARDROBE_SECTION_PANTS = 4;

int WARDROBE_SECTION_SHOES = 5;

int WARDROBE_HAT1=0;

int WARDROBE_HAT2=1;

int WARDROBE_HAT3=2;

int WARDROBE_SHIRT1=0;

int WARDROBE_SHIRT2=1;

int WARDROBE_SHIRT3=2;

int WARDROBE_TIE1=0;

int WARDROBE_TIE2=1;

int WARDROBE_TIE3=2;

int WARDROBE_JACKET1=0;

int WARDROBE_JACKET2=1;

int WARDROBE_JACKET3=2;

int WARDROBE_PANTS1 = 0;

int WARDROBE_PANTS2 = 1;

int WARDROBE_PANTS3 = 2;

int WARDROBE_SHOES1 = 0;

int WARDROBE_SHOES2 = 1;

int WARDROBE_SHOES3 = 2;

int WARDROBE_EVALUATION = 0;

int WARDROBE_POSSIBILITIES = 1;

int WARDROBE_EV_DAY = 0;

int WARDROBE_EV_NIGHT = 1;

int WARDROBE_EV_DINNER = 0;

int WARDROBE_EV_EVENTS = 1;

int WARDROBE_EV_SPORTS = 2;

int WARDROBE_EV_WORK = 3;

```
int SAVANT_COMPLETE = 0;

int SAVANT_1 = 2;
int SAVANT_2 = 3;
int SAVANT_SEND = 4;

int PIDGEON = 0;

// Enters initial screen for the specific section

int menu_option_selected = MENU_OPTION_WARDROBE;
int piazza_option_selected = PIAZZA_OPTION_ALTUS;
int users_option_selected = USERS_OPTION_NICOLA;
int users_selected = USERS_SELECTED_KNIFE;
int users_vandalize = SCREENUSERSVANDALIZE;
int garment_option_selected = ADD_GARMENT_ADD;
int wardrobe_section = WARDROBE_SECTION_HAT;
int wardrobe_hat_selected = WARDROBE_HAT1;
int wardrobe_shirt_selected = WARDROBE_SHIRT1;
int wardrobe_tie_selected = WARDROBE_TIE1;
int wardrobe_jacket_selected = WARDROBE_JACKET1;
int wardrobe_pants_selected = WARDROBE_PANTS1;
int wardrobe_shoes_selected = WARDROBE_SHOES1;
int wardrobe_evaluation = WARDROBE_EVALUATION;
int wardrobe_day = WARDROBE_EV_DAY;
int wardrobe_work = WARDROBE_EV_WORK;
int savant_message = SAVANT_COMPLETE;
int wardrobe_look = WARDROBE_LOOK_1;
int wardrobe_look2 = WARDROBE_LOOK_2;
int pidgeon_message = PIDGEON;
```

```
int wardrobe_look_rest = WARDROBE_LOOK_REST;
int wardrobe_look_hat = WARDROBE_LOOK_HAT;
int wardrobe_look_tie = WARDROBE_LOOK_TIE;
```

```
int screenMode = SCREENSETUP;
```

```
// Control. This gets called (once) when a key is pressed.
```

```
void keyPressed() {
  if (screenMode == SCREENSETUP){
    if (keyCode == FIRE){
      enterMenuCamera();
    }
  }
  if (screenMode == SCREENCAMERA){
    if (keyCode == SOFTKEY2){
      enterMenuScreen();
    }
    if (keyCode == SOFTKEY1){
      enterProfileScreen();
    }
  }

  if (keyCode == '3'){
    enterPidgeon();
  }
  if (screenMode == SCREEN_PIDGEON){
    if (keyCode == SOFTKEY2){
      enterMenuScreen();
    }
  }
}
```

```
}
```

```
if (screenMode == SCREENPIAZZA){  
    if (keyCode == SOFTKEY2){  
        enterMenuScreen();  
    }  
    else if(piazza_option_selected == PIAZZA_OPTION_ALTUS){  
        if (keyCode == LEFT){  
            piazza_option_selected = PIAZZA_OPTION_OPULENS;  
        }  
        else if (keyCode == RIGHT){  
            piazza_option_selected = PIAZZA_OPTION_PAPEUR;  
        }  
        else if (keyCode == SOFTKEY2){  
            enterPiazzaScreen();  
        }  
    }  
    else if(piazza_option_selected == PIAZZA_OPTION_PAPEUR){  
        if (keyCode == LEFT){  
            piazza_option_selected = PIAZZA_OPTION_ALTUS;  
        }  
        else if (keyCode == RIGHT){  
            piazza_option_selected = PIAZZA_OPTION_OPULENS;  
        }  
        else if (keyCode == FIRE){  
            enterPiazzaUsersScreen();  
        }  
        else if (keyCode == SOFTKEY2){  
            enterPiazzaScreen();  
        }  
    }  
}
```

```
}  
else if(piazza_option_selected == PIAZZA_OPTION_OPULENS){  
    if (keyCode == LEFT){  
        piazza_option_selected = PIAZZA_OPTION_PAPEUR;  
    }  
    else if (keyCode == RIGHT){  
        piazza_option_selected = PIAZZA_OPTION_ALTUS;  
    }  
    else if (keyCode == SOFTKEY2){  
        enterPiazzaScreen();  
    }  
}  
}  
}  
if (screenMode == SCREENPIAZZAUSERS){  
    if (users_option_selected == USERS_OPTION_NICOLA){  
        if (keyCode == RIGHT){  
            users_option_selected = USERS_OPTION_FABRIZIO;  
        }  
        else if (keyCode == DOWN){  
            users_option_selected = USERS_OPTION_ALBERTO;  
        }  
        else if (keyCode == SOFTKEY2){  
            enterPiazzaScreen();  
        }  
    }  
}  
  
else if (users_option_selected == USERS_OPTION_FABRIZIO){  
    if (keyCode == LEFT){  
        users_option_selected = USERS_OPTION_NICOLA;  
    }  
}
```

```
else if (keyCode == DOWN){
    users_option_selected = USERS_OPTION_LUIGI;
}
else if (keyCode == FIRE){
    enterUsersInsideScreen();
}
else if (keyCode == SOFTKEY2){
    enterPiazzaScreen();
}
}

else if (users_option_selected == USERS_OPTION_ALBERTO){
    if (keyCode == UP){
        users_option_selected = USERS_OPTION_NICOLA;
    }
    else if (keyCode == RIGHT){
        users_option_selected = USERS_OPTION_LUIGI;
    }
    else if (keyCode == SOFTKEY2){
        enterPiazzaScreen();
    }
}

else if (users_option_selected == USERS_OPTION_LUIGI){
    if (keyCode == UP){
        users_option_selected = USERS_OPTION_FABRIZIO;
    }
    else if (keyCode == LEFT){
        users_option_selected = USERS_OPTION_ALBERTO;
    }
}
```

```
}  
else if (keyCode == SOFTKEY2){  
    enterPiazzaScreen();  
}  
}  
}  
  
if (screenMode == SCREENUSERSINSIDE1){  
    if (users_selected == USERS_SELECTED_KNIFE){  
        if (keyCode == DOWN){  
            users_selected = USERS_SELECTED_SLAP;  
        }  
        else if (keyCode == UP){  
            users_selected = USERS_SELECTED_MARKER;  
        }  
        else if (keyCode == SOFTKEY2){  
            enterPiazzaUsersScreen();  
        }  
    }  
    else if (users_selected == USERS_SELECTED_SLAP){  
        if (keyCode == DOWN){  
            users_selected = USERS_SELECTED_EGG;  
        }  
        else if (keyCode == UP){  
            users_selected = USERS_SELECTED_KNIFE;  
        }  
        else if (keyCode == SOFTKEY2){  
            enterPiazzaUsersScreen();  
        }  
    }  
}
```

```
else if (users_selected == USERS_SELECTED_EGG){
    if (keyCode == DOWN){
        users_selected = USERS_SELECTED_MARKER;
    }
    else if (keyCode == UP){
        users_selected = USERS_SELECTED_SLAP;
    }
    else if (keyCode == SOFTKEY2){
        enterPiazzaUsersScreen();
    }
}

else if (users_selected == USERS_SELECTED_MARKER){
    if (keyCode == DOWN){
        users_selected = USERS_SELECTED_KNIFE;
    }
    else if (keyCode == UP){
        users_selected = USERS_SELECTED_EGG;
    }
    else if (keyCode == SOFTKEY2){
        enterPiazzaUsersScreen();
    }

    else if (keyCode == FIRE){
        enterUserVandalizeScreen();
    }
}

if (screenMode == SCREENMARKERANIMATION){
    if (users_vandalize == SCREENUSERSVANDALIZE){
        if (keyCode == FIRE){
```

```
        users_vandalize = SCREEN_USERS_VANDALIZE_ANI;
    }
}
else if (keyCode == SOFTKEY2){
    enterUsersInsideScreen();
}
}

else if (screenMode == SCREENHISTORY){
    if (keyCode == SOFTKEY2){
        enterMenuScreen();
    }
}

else if (screenMode == SCREENADDGARMENT){
    if (keyCode == SOFTKEY2){
        enterMenuScreen();
    }

    else if (garment_option_selected == ADD_GARMENT_ADD){
        if (keyCode == FIRE){
            garment_option_selected = ADD_GARMENT_SCAN;
        }
    }

    else if (garment_option_selected == ADD_GARMENT_SCAN){
        if (keyCode == FIRE){
            garment_option_selected = ADD_GARMENT_CONFIRM;
        }
    }

    else if (garment_option_selected == ADD_GARMENT_CONFIRM){
        if (keyCode == FIRE){
```

```
        enterMenuScreen();
    }
}

else if (screenMode == SCREENHISTORY){
    if (keyCode == SOFTKEY2){
        enterMenuScreen();
    }
}

else if (screenMode == SCREENPROFILE){
    if (keyCode == SOFTKEY2){
        enterMenuScreen();
    }
}

else if (screenMode == SCREENMENU){
    if(menu_option_selected == MENU_OPTION_WARDROBE){
        if(keyCode == RIGHT) {
            menu_option_selected = MENU_OPTION_PIAZZA;
        }
        if (keyCode == FIRE){
            enterWardrobeEvaluation();
        }
    }
    else if(menu_option_selected == MENU_OPTION_PIAZZA){
        if(keyCode == LEFT) {
            menu_option_selected = MENU_OPTION_WARDROBE;
        }
        if(keyCode == RIGHT) {
```

```
    menu_option_selected = MENU_OPTION_MIRROR;
}
else if (keyCode == FIRE){
    enterPiazzaScreen();
}
}
else if(menu_option_selected == MENU_OPTION_MIRROR){
    if(keyCode == LEFT) {
        menu_option_selected = MENU_OPTION_PIAZZA;
    }
    if(keyCode == RIGHT) {
        menu_option_selected = MENU_OPTION_TABLE;
    }
    else if (keyCode == FIRE){
        enterProfileScreen();
    }
}
else if(menu_option_selected == MENU_OPTION_TABLE){
    if(keyCode == LEFT) {
        menu_option_selected = MENU_OPTION_MIRROR;
    }
    if(keyCode == RIGHT) {
        menu_option_selected = MENU_OPTION_CLOCK;
    }
    if (keyCode == FIRE) {
        enterScanGarmentScreen();
    }
}
else if(menu_option_selected == MENU_OPTION_CLOCK){
    if(keyCode == LEFT) {
```

```
        menu_option_selected = MENU_OPTION_TABLE;
    }
    else if (keyCode == FIRE){
        enterHistoryScreen();
    }
}

else if (screenMode == SCREEN_WARDROBE_LOOK){
    if (keyCode == SOFTKEY2){
        enterWardrobeScreen();
    }
}

else if (screenMode == SCREEN_WARDROBE_LOOK_REST){
    if (keyCode == SOFTKEY2){
        enterWardrobeScreen();
    }
}

else if (screenMode == SCREEN_WARDROBE_LOOK_HAT){
    if (keyCode == SOFTKEY2){
        enterWardrobeScreen();
    }
}

else if (screenMode == SCREEN_WARDROBE_LOOK_TIE){
    if (keyCode == SOFTKEY2){
        enterWardrobeScreen();
    }
}

else if (screenMode == SCREEN_WARDROBE_LOOK2){
    if (keyCode == SOFTKEY2){
```

```
    enterWardrobeScreen();
}
}
else if (screenMode == SCREEN_WARDROBE_SELECT){
    if (keyCode == SOFTKEY1){
        enterWardrobeLook();
    }
    if(wardrobe_section == WARDROBE_SECTION_HAT){

        if (keyCode == SOFTKEY2){
            screenMode = SCREENMENU;
        }
        else if (keyCode == FIRE){
            wardrobe_section = WARDROBE_SECTION_SHIRT;
        }
        else if(wardrobe_hat_selected == WARDROBE_HAT1){
            if(keyCode == RIGHT) {
                wardrobe_hat_selected = WARDROBE_HAT2;
            }
        }
        else if(wardrobe_hat_selected == WARDROBE_HAT2){
            if(keyCode == RIGHT) {
                wardrobe_hat_selected = WARDROBE_HAT3;
            }
            else if(keyCode == LEFT) {
                wardrobe_hat_selected = WARDROBE_HAT1;
            }
        }
        else if(wardrobe_hat_selected == WARDROBE_HAT3){
            if(keyCode == LEFT) {
```

```
        wardrobe_hat_selected = WARDROBE_HAT2;
    }
}
else if(wardrobe_section == WARDROBE_SECTION_SHIRT){
    if (keyCode == SOFTKEY1){
        enterWardrobeLookHat();
    }

    if (keyCode == SOFTKEY2){
        wardrobe_section = WARDROBE_SECTION_HAT;
    }
    else if (keyCode == FIRE){
        wardrobe_section = WARDROBE_SECTION_TIE;
    }
    else if(wardrobe_shirt_selected == WARDROBE_SHIRT1){
        if(keyCode == RIGHT) {
            wardrobe_shirt_selected = WARDROBE_SHIRT2;
        }
    }
    else if(wardrobe_shirt_selected == WARDROBE_SHIRT2){
        if(keyCode == RIGHT) {
            wardrobe_shirt_selected = WARDROBE_SHIRT3;
        }
        else if(keyCode == LEFT) {
            wardrobe_shirt_selected = WARDROBE_SHIRT1;
        }
    }
    if(wardrobe_shirt_selected == WARDROBE_SHIRT3){
        if(keyCode == LEFT) {
```

```
        wardrobe_shirt_selected = WARDROBE_SHIRT2;
    }
}
else if(wardrobe_section == WARDROBE_SECTION_TIE){
    if (keyCode == SOFTKEY1){
        enterWardrobeLook2();
    }
    else if (keyCode == SOFTKEY2){
        wardrobe_section = WARDROBE_SECTION_SHIRT;
    }
    else if (keyCode == FIRE){
        wardrobe_section = WARDROBE_SECTION_JACKET;
    }

    if(wardrobe_tie_selected == WARDROBE_TIE1){
        if(keyCode == RIGHT) {
            wardrobe_tie_selected = WARDROBE_TIE2;
        }
    }
    else if(wardrobe_tie_selected == WARDROBE_TIE2){
        if(keyCode == RIGHT) {
            wardrobe_tie_selected = WARDROBE_TIE3;
        }
        else if(keyCode == LEFT) {
            wardrobe_tie_selected = WARDROBE_TIE1;
        }
    }
    if(wardrobe_tie_selected == WARDROBE_TIE3){
        if(keyCode == LEFT) {
```

```
        wardrobe_tie_selected = WARDROBE_TIE2;
    }
}
}
else if(wardrobe_section == WARDROBE_SECTION_JACKET){
    if (keyCode == SOFTKEY1){
enterWardrobeLookTie();
    }
    else if (keyCode == FIRE){
        wardrobe_section = WARDROBE_SECTION_PANTS;
    }
    else if (keyCode == SOFTKEY2){
        wardrobe_section = WARDROBE_SECTION_TIE;
    }
    if(wardrobe_jacket_selected == WARDROBE_JACKET1){
        if(keyCode == RIGHT) {
            wardrobe_jacket_selected = WARDROBE_JACKET2;
        }
    }
    else if(wardrobe_jacket_selected == WARDROBE_JACKET2){
        if(keyCode == RIGHT) {
            wardrobe_jacket_selected = WARDROBE_JACKET3;
        }
        else if(keyCode == LEFT) {
            wardrobe_jacket_selected = WARDROBE_JACKET1;
        }
    }
    if(wardrobe_jacket_selected == WARDROBE_JACKET3){
        if(keyCode == LEFT) {
            wardrobe_jacket_selected = WARDROBE_JACKET2;
        }
    }
}
```

```
    }  
  }  
}  
else if(wardrobe_section == WARDROBE_SECTION_PANTS){  
  if (keyCode == SOFTKEY1){  
    enterWardrobeLookRest();  
  }  
  if (keyCode == FIRE){  
    wardrobe_section = WARDROBE_SECTION_SHOES;  
  }  
  else if (keyCode == SOFTKEY2){  
    wardrobe_section = WARDROBE_SECTION_JACKET;  
  }  
  if(wardrobe_pants_selected == WARDROBE_PANTS1){  
    if(keyCode == RIGHT) {  
      wardrobe_pants_selected = WARDROBE_PANTS2;  
    }  
  }  
  else if(wardrobe_pants_selected == WARDROBE_PANTS2){  
    if(keyCode == RIGHT) {  
      wardrobe_pants_selected = WARDROBE_PANTS3;  
    }  
    else if(keyCode == LEFT) {  
      wardrobe_pants_selected = WARDROBE_PANTS1;  
    }  
  }  
  if(wardrobe_pants_selected == WARDROBE_PANTS3){  
    if(keyCode == LEFT) {  
      wardrobe_pants_selected = WARDROBE_PANTS2;  
    }  
  }  
}
```

```
}  
}  
else if(wardrobe_section == WARDROBE_SECTION_SHOES){  
    if (keyCode == SOFTKEY1){  
        enterWardrobeLookRest();  
    }  
  
    if (keyCode == SOFTKEY2){  
        wardrobe_section = WARDROBE_SECTION_PANTS;  
    }  
    if(wardrobe_shoes_selected == WARDROBE_SHOES1){  
        if(keyCode == RIGHT) {  
            wardrobe_shoes_selected = WARDROBE_SHOES2;  
        }  
        else if (keyCode == FIRE) {  
            enterSavantScreen();  
        }  
    }  
    else if(wardrobe_shoes_selected == WARDROBE_SHOES2){  
        if(keyCode == RIGHT) {  
            wardrobe_shoes_selected = WARDROBE_SHOES3;  
        }  
        if(keyCode == LEFT) {  
            wardrobe_shoes_selected = WARDROBE_SHOES1;  
        }  
  
        else if (keyCode == FIRE) {  
            enterSavantScreen();  
        }  
    }  
}
```

```
}  
if(wardrobe_shoes_selected == WARDROBE_SHOES3){  
    if(keyCode == LEFT) {  
        wardrobe_shoes_selected = WARDROBE_SHOES2;  
    }  
    else if (keyCode == FIRE) {  
        enterSavantScreen();  
    }  
}  
}  
}  
}  
else if (screenMode == SCREEN_SAVANT){  
    if (savant_message == SAVANT_COMPLETE){  
        if (keyCode == FIRE){  
            savant_message = SAVANT_SEND;  
        }  
    }  
    else if (savant_message == SAVANT_SEND){  
        if (keyCode == FIRE){  
            savant_message = SAVANT_1;  
        }  
        if (keyCode == SOFTKEY1){  
            savant_message = SAVANT_2;  
        }  
    }  
    else if (savant_message == SAVANT_1){  
        if (keyCode == FIRE){  
            enterMenuScreen();  
        }  
    }  
}
```

```
else if (savant_message == SAVANT_2){
    if (keyCode == FIRE){
        enterMenuScreen();
    }
}
}

else if (screenMode == SCREEN_EVALUATION){
    if(wardrobe_evaluation == WARDROBE_POSSIBILITIES){
        if(keyCode == UP) {
            wardrobe_evaluation = WARDROBE_EVALUATION;
        }
        else if(keyCode == SOFTKEY2) {
            enterMenuScreen();
        }
        else if(keyCode == FIRE) {
            enterWardrobeScreen();
        }
    }
}

else if(wardrobe_evaluation == WARDROBE_EVALUATION){
    if(keyCode == SOFTKEY2) {
        enterMenuScreen();
    }
    else if (keyCode == FIRE){
        enterWardrobeDay();
    }

    else if(keyCode == DOWN) {
        wardrobe_evaluation = WARDROBE_POSSIBILITIES;
    }
}
```

```
}  
else if (screenMode == SCREEN_DAY){  
    if(wardrobe_day == WARDROBE_EV_DAY){  
        if(keyCode == SOFTKEY2) {  
            wardrobe_day = WARDROBE_EVALUATION;  
        }  
        else if(keyCode == DOWN) {  
            wardrobe_day = WARDROBE_EV_NIGHT;  
        }  
        else if (keyCode == FIRE){  
            enterWardrobeWork();  
        }  
    }  
    if(wardrobe_day == WARDROBE_EV_NIGHT){  
        if(keyCode == SOFTKEY2) {  
            wardrobe_day = WARDROBE_EVALUATION;  
        }  
        else if(keyCode == UP) {  
            wardrobe_day = WARDROBE_EV_DAY;  
        }  
        else if (keyCode == FIRE){  
            enterWardrobeWork();  
        }  
    }  
}  
else if (screenMode == SCREEN_WORK){  
    if(wardrobe_work == WARDROBE_EV_WORK){  
        if(keyCode == DOWN) {  
            wardrobe_work = WARDROBE_EV_EVENTS;  
        }  
    }  
}
```

```
else if(keyCode == RIGHT) {
    wardrobe_work = WARDROBE_EV_DINNER;
}
else if(keyCode == SOFTKEY2) {
    wardrobe_work = WARDROBE_EV_DAY;
}
else if (keyCode == FIRE) {
    enterWardrobeScreen();
}
}
else if(wardrobe_work == WARDROBE_EV_DINNER){
    if(keyCode == DOWN) {
        wardrobe_work = WARDROBE_EV_SPORTS;
    }
    else if(keyCode == LEFT) {
        wardrobe_work = WARDROBE_EV_WORK;
    }
    else if(keyCode == SOFTKEY2) {
        wardrobe_work = WARDROBE_EV_DAY;
    }
    else if (keyCode == FIRE) {
        enterWardrobeScreen();
    }
}
else if(wardrobe_work == WARDROBE_EV_EVENTS){
    if(keyCode == UP) {
        wardrobe_work = WARDROBE_EV_WORK;
    }
    else if(keyCode == RIGHT) {
        wardrobe_work = WARDROBE_EV_SPORTS;
```

```
    }  
    else if(keyCode == SOFTKEY2) {  
        wardrobe_work = WARDROBE_EV_DAY;  
    }  
}  
else if(wardrobe_work == WARDROBE_EV_SPORTS){  
    if(keyCode == UP) {  
        wardrobe_work = WARDROBE_EV_DINNER;  
    }  
    else if(keyCode == LEFT) {  
        wardrobe_work = WARDROBE_EV_EVENTS;  
    }  
    else if(keyCode == SOFTKEY2) {  
        wardrobe_work = WARDROBE_EV_DAY;  
    }  
}  
}
```

```
void draw()
```

```
// Calls each function for the screen selected
```

```
{  
    if (screenMode == SCREENSETUP){  
        drawSetup();  
    }  
    else if (screenMode == SCREENCAMERA){  
        drawCamera();  
    }  
}
```

```
else if (screenMode == SCREENMENU){
    drawMenu();
}
else if(screenMode == SCREEN_WARDROBE_SELECT){
    drawWardrobeSelect();
}
else if(screenMode == SCREEN_WARDROBE_LOOK){
    drawWardrobeLook();
}
else if (screenMode == SCREENPROFILE){
    drawProfileScreen();
}
else if (screenMode == SCREENPIAZZA){
    drawPiazzaScreen();
}
else if (screenMode == SCREENADDGARMENT){
    drawScanGarmentScreen();
}
else if (screenMode == SCREENHISTORY){
    drawHistoryScreen();
}
else if (screenMode == SCREENPIAZZAUSERS){
    drawPiazzaUsersScreen();
}
else if (screenMode == SCREENUSERSINSIDE1){
    drawUsersInsideScreen();
}
else if (screenMode == SCREENMARKERANIMATION){
    drawUserVandalizeScreen();
}
}
```

```
else if (screenMode == SCREEN_EVALUATION){
    drawWardrobeEvaluation();
}
else if (screenMode == SCREEN_SAVANT){
    drawSavantScreen();
}
else if (screenMode == SCREEN_DAY){
    drawWardrobeDay();
}
else if (screenMode == SCREEN_WORK){
    drawWardrobeWork();
}
else if (screenMode == SCREEN_WARDROBE_LOOK2){
    drawWardrobeLook2();
}
else if (screenMode == SCREEN_WARDROBE_LOOK_REST){
    drawWardrobeLookRest();
}
else if (screenMode == SCREEN_WARDROBE_LOOK_HAT){
    drawWardrobeLookHat();
}
else if (screenMode == SCREEN_WARDROBE_LOOK_TIE){
    drawWardrobeLookTie();
}

else if (screenMode == SCREEN_PIDGEON){
    drawPidgeon();
}
}
```

Graphics Tab

PImage b;

PImage man;

PImage buttons;

PImage wardrobetitle;

PImage piazzatitle;

PImage profiletile;

PImage addtitle;

PImage historytitle;

PImage pidgeon;

PImage wardrobe_back;

PImage wardrobe_all;

PImage wardrobe_selected;

PImage look_buttons;

int wardrobe_x=0; // menu targets

int wardrobe_xTarget=0; // menu targets

int wardrobe_y=0;

int wardrobe_yTarget=0;

int maskSelect=0;

int x=-1200; // menu targets

int xTarget=0; // menu targets

int xTitle = -240;

int xTitleTarget = 0;

```
int y=-640;
```

```
int yTarget=0;
```

```
int menu_option_selected_previous = -1;
```

```
//Unloads every image (done because otherwise the program is too heavy for a phone)
```

```
void unloadAll(){
```

```
    unloadMenu();
```

```
    unloadPiazzaScreen();
```

```
    unloadPiazzaUsersScreen();
```

```
    unloadUsersInsideScreen();
```

```
    unloadUserVandalizeScreen();
```

```
    unloadScanGarmentScreen ();
```

```
    unloadHistoryScreen();
```

```
    unloadMenuCamera();
```

```
    unloadPidgion();
```

```
    unloadWardrobeEvaluation ();
```

```
    unloadWardrobeDay ();
```

```
    unloadWardrobeWork ();
```

```
    unloadSavantScreen ();
```

```
    unloadWardrobeLook2 ();
```

```
    unloadWardrobeLookRest ();
```

```
    unloadWardrobeLookTie ();
```

```
    unloadWardrobeLookHat ();
```

```
    unloadWardrobeLook ();
```

```
    unloadWardrobeScreen ();
```

```
    unloadProfileScreen ();
```

```
    Runtime.getRuntime().gc(); //Gargabe collector (frees memory)
```

```
}
```

```
//Each menu is loaded individually
```

```
void loadMenu()
```

```
{
```

```
    b = loadImage("pan.png");
```

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

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

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

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

```
    profilettitle = loadImage("profiletitle.png");
```

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

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

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

```
}
```

```
void unloadMenu(){
```

```
    b = null;
```

```
    man = null;
```

```
    buttons = null;
```

```
    wardrobetitle = null;
```

```
    piazzatitle = null;
```

```
    profilettitle = null;
```

```
    addtitle = null;
```

```
    historytitle = null;
```

```
    pidgeon = null;
```

```
}
```

```
//In the following sections each menu is called independently and the rest of them are unloaded
```

```
void enterMenuScreen(){
    unloadAll();
    loadMenu();
    xTitle = -240;
    if(screenMode == SCREENCAMERA){
        x=-1200;
    }
    else{
        x = xTarget;
    }
    screenMode = SCREENMENU;
}

void drawMenu()
{
    if(menu_option_selected != menu_option_selected_previous){
        menu_option_selected_previous = menu_option_selected;
        xTitle = -240;
    }
    if(menu_option_selected == MENU_OPTION_WARDROBE){
        xTarget = 0;
    }
    if(menu_option_selected == MENU_OPTION_PIAZZA){
        xTarget = -240;
    }
    if(menu_option_selected == MENU_OPTION_MIRROR){
        xTarget = -480;
    }
    if(menu_option_selected == MENU_OPTION_TABLE){
```

```
xTarget = -720;
}
if(menu_option_selected == MENU_OPTION_CLOCK){
    xTarget = -960;
}

//the function easeOut calls the animation coded on the Animation Tab

x = easeOut(x, xTarget, 8);
xTitle = easeOut(xTitle, xTitleTarget, 6);
image(b, x, 0);
image(man,0,0);
image(buttons,0,0);
if(menu_option_selected == MENU_OPTION_WARDROBE){
    image(wardrobetitle,xTitle,0);
    image(pidgeon,xTitle,0);
}
if(menu_option_selected == MENU_OPTION_PIAZZA){
    image(piazzatitle,xTitle,0);
}
if(menu_option_selected == MENU_OPTION_MIRROR){
    image(profiletitle,xTitle,0);
}
if(menu_option_selected == MENU_OPTION_TABLE){
    image(addtitle,xTitle,0);
}
if(menu_option_selected == MENU_OPTION_CLOCK){
    image(historytitle,xTitle,0);
}
```

```
}
```

```
PIImage message;
```

```
void loadPidgeon (){
```

```
    message = loadImage("message.jpg");
```

```
}
```

```
void unloadPidgeon(){
```

```
    message = null;
```

```
    (Runtime.getRuntime()).gc();
```

```
}
```

```
void enterPidgeon(){
```

```
    unloadAll();
```

```
    loadPidgeon();
```

```
    screenMode = SCREEN_PIDGEON;
```

```
    y = 640;
```

```
}
```

```
void drawPidgeon(){
```

```
    if (pidgeon_message == PIDGEON){
```

```
        image(message,0,0);
```

```
    }
```

```
}
```

```
PImage evaluation;
```

```
PImage poss;
```

```
void loadWardrobeEvaluation (){  
    evaluation = loadImage("EVAL_or_POSS.png");  
    poss = loadImage ("poss.png");  
}
```

```
void unloadWardrobeEvaluation (){  
    evaluation = null;  
    poss = null;  
    (Runtime.getRuntime()).gc();  
  
}
```

```
void enterWardrobeEvaluation(){  
    unloadAll();  
    loadWardrobeEvaluation ();  
    screenMode = SCREEN_EVALUATION;  
    y = 640;  
}
```

```
void drawWardrobeEvaluation(){  
    y = easeOut(y, yTarget, 8);  
  
    if (wardrobe_evaluation == WARDROBE_EVALUATION){  
        image(evaluation,0,y);  
    }  
  
    else if (wardrobe_evaluation == WARDROBE_POSSIBILITIES){
```

```
    image(poss,0,y);  
  }  
}
```

```
PImage timeday;  
PImage timenight;
```

```
void loadWardrobeDay (){  
  timeday = loadImage ("select_time.png");  
  timenight = loadImage ("select_time2.png");  
}
```

```
void unloadWardrobeDay (){  
  timeday = null;  
  timenight = null;  
  (Runtime.getRuntime()).gc();  
  
}
```

```
void enterWardrobeDay(){  
  unloadAll();  
  loadWardrobeDay ();  
  screenMode = SCREEN_DAY;  
  y = 640;  
}
```

```
void drawWardrobeDay(){  
  
  y = easeOut(y, yTarget, 8);
```

```
if (wardrobe_day == WARDROBE_EV_DAY){  
    image(timeday,0,y);  
}  
else if (wardrobe_day == WARDROBE_EV_NIGHT){  
    image(timenight,0,y);  
}  
}
```

```
PIImage activity_dinner;  
PIImage activity_events;  
PIImage activity_sports;  
PIImage activity_work;
```

```
void loadWardrobeWork (){  
    activity_dinner = loadImage("activity_dinner.png");  
    activity_events = loadImage ("activity_events.png");  
    activity_sports = loadImage ("activity_sports.png");  
    activity_work = loadImage ("activity_work.png");  
}
```

```
void unloadWardrobeWork (){  
    activity_dinner = null;  
    activity_events = null;  
    activity_sports = null;  
    activity_work = null;  
    (Runtime.getRuntime()).gc();  
}
```

```
void enterWardrobeWork(){
```

```
unloadAll();  
  
loadWardrobeWork ();  
  
screenMode = SCREEN_WORK;  
  
y = 640;  
}
```

```
void drawWardrobeWork(){  
  
y = easeOut(y, yTarget, 8);  
  
if (wardrobe_work == WARDROBE_EV_DINNER){  
    image(activity_dinner,0,y);  
}  
  
else if (wardrobe_work == WARDROBE_EV_EVENTS){  
    image(activity_events,0,y);  
}  
  
else if (wardrobe_work == WARDROBE_EV_SPORTS){  
    image(activity_sports,0,y);  
}  
  
else if (wardrobe_work == WARDROBE_EV_WORK){  
    image(activity_work,0,y);  
}  
}
```

```
PImage send;  
  
PImage complete;  
  
PImage savant1;  
  
PImage savant2;
```

```
void loadSavantScreen (){  
  
send = loadImage ("send.png");  
  
complete = loadImage ("complete.jpg");
```

```
savant1 = loadImage ("messagefromsavant1.png");  
savant2 = loadImage ("messagefromsavant2.png");  
}
```

```
void unloadSavantScreen (){  
    send = null;  
    complete = null;  
    savant1 = null;  
    savant2 = null;  
    (Runtime.getRuntime()).gc();  
  
}
```

```
void enterSavantScreen(){  
    unloadAll();  
    loadSavantScreen();  
    screenMode = SCREEN_SAVANT;  
    y = 640;  
}
```

```
void drawSavantScreen(){  
    y = easeOut(y, yTarget, 8);  
    if (savant_message == SAVANT_COMPLETE){  
        image(complete,0,y);  
    }  
    if (savant_message == SAVANT_SEND){  
        image(send,0,y);  
    }  
    if (savant_message == SAVANT_1){
```

```
    image(savant1,0,y);
}
if (savant_message == SAVANT_2){
    image(savant2,0,y);
}
}
```

```
PIImage look2;
void loadWardrobeLook2 (){
    look2 = loadImage ("look2.jpg");
}
```

```
void unloadWardrobeLook2 (){
    look2 = null;
    (Runtime.getRuntime()).gc();
}
```

```
void enterWardrobeLook2(){
    unloadAll();
    loadWardrobeLook2();
    screenMode = SCREEN_WARDROBE_LOOK2;
    y = 640;
}
```

```
void drawWardrobeLook2(){

if (wardrobe_look2 == WARDROBE_LOOK_2){
    image(look2,0,0);
```

```
}  
}
```

```
PIImage look1;
```

```
void loadWardrobeLook (){  
    look1 = loadImage("look1.jpg");  
}
```

```
void unloadWardrobeLook (){  
    look1 = null;  
    (Runtime.getRuntime()).gc();  
  
}
```

```
PIImage lookrest;
```

```
void loadWardrobeLookRest (){  
    lookrest = loadImage ("look5.png");  
}
```

```
void unloadWardrobeLookRest (){  
    lookrest = null;  
    (Runtime.getRuntime()).gc();  
  
}
```

```
void enterWardrobeLookRest(){  
    unloadAll();  
    loadWardrobeLookRest();  
    screenMode = SCREEN_WARDROBE_LOOK_REST;
```

```
y = 640;
}

void drawWardrobeLookRest(){

    if (wardrobe_look_rest == WARDROBE_LOOK_REST){
        image(lookrest,0,0);
    }
}

PImage lookhat;
void loadWardrobeLookHat (){
    lookhat = loadImage ("lookhat.jpg");
}

void unloadWardrobeLookHat (){
    lookhat = null;
    (Runtime.getRuntime()).gc();
}

void enterWardrobeLookHat(){
    unloadAll();
    loadWardrobeLookHat();
    screenMode = SCREEN_WARDROBE_LOOK_HAT;
    y = 640;
}

void drawWardrobeLookHat(){
```

```
if (wardrobe_look_hat == WARDROBE_LOOK_HAT){  
    image(lookhat,0,0);  
}  
}
```

```
void enterWardrobeLook(){  
    unloadAll();  
    loadWardrobeLook ();  
    screenMode = SCREEN_WARDROBE_LOOK;  
    y = 640;  
}
```

```
void drawWardrobeLook(){  
  
    if (wardrobe_look == WARDROBE_LOOK_1){  
        image(look1,0,0);  
    }  
}
```

```
PIImage looktie;  
void loadWardrobeLookTie (){  
    looktie = loadImage ("look_cravatta.png");  
}
```

```
void unloadWardrobeLookTie (){  
    lookrest = null;  
    (Runtime.getRuntime()).gc();  
}
```

```
void enterWardrobeLookTie(){
    unloadAll();
    loadWardrobeLookTie();
    screenMode = SCREEN_WARDROBE_LOOK_TIE;
    y = 640;
}

void drawWardrobeLookTie(){

    if (wardrobe_look_tie == WARDROBE_LOOK_TIE){
        image(looktie,0,0);
    }
}

void loadWardrobeScreen ()
{
    wardrobe_back = loadImage("wardrobe_back.png");
    wardrobe_selected = loadImage("wardrobe_selected.png");
    wardrobe_all = loadImage("wardrobe.png");
    look_buttons = loadImage("look_buttons.png");
}

void unloadWardrobeScreen ()
{
    wardrobe_back = null;
    wardrobe_selected = null;
    wardrobe_all = null;
    look_buttons = null;
    (Runtime.getRuntime()).gc();
}
```

```
}
```

```
void enterWardrobeScreen(){  
    unloadAll();  
    loadWardrobeScreen();  
    screenMode = SCREEN_WARDROBE_SELECT;  
    y = 640;  
}
```

```
void drawWardrobeSelect(){
```

```
    image(wardrobe_back,0,0);  
    image(look_buttons,0,0);
```

```
    if(wardrobe_section == WARDROBE_SECTION_HAT){  
        wardrobe_yTarget = 0;  
        maskSelect=20;  
  
        if(wardrobe_hat_selected == WARDROBE_HAT1){  
            wardrobe_xTarget = 0;  
        }  
        else if(wardrobe_hat_selected == WARDROBE_HAT2){  
            wardrobe_xTarget = 240;  
        }  
        else if(wardrobe_hat_selected == WARDROBE_HAT3){  
            wardrobe_xTarget = 480;  
        }  
    }
```

```
}  
else if(wardrobe_section == WARDROBE_SECTION_SHIRT){  
    wardrobe_yTarget = 320;  
    maskSelect=60;  
  
    if(wardrobe_shirt_selected == WARDROBE_SHIRT1){  
        wardrobe_xTarget = 0;  
    }  
    else if(wardrobe_shirt_selected == WARDROBE_SHIRT2){  
        wardrobe_xTarget = 240;  
    }  
    else if(wardrobe_shirt_selected == WARDROBE_SHIRT3){  
        wardrobe_xTarget = 480;  
    }  
}  
else if(wardrobe_section == WARDROBE_SECTION_TIE){  
    wardrobe_yTarget = 640;  
    maskSelect=105;  
  
    if(wardrobe_tie_selected == WARDROBE_TIE1){  
        wardrobe_xTarget = 0;  
    }  
    else if(wardrobe_tie_selected == WARDROBE_TIE2){  
        wardrobe_xTarget = 240;  
    }  
    else if(wardrobe_tie_selected == WARDROBE_TIE3){  
        wardrobe_xTarget = 480;  
    }  
}  
if(wardrobe_section == WARDROBE_SECTION_JACKET){
```

```
wardrobe_yTarget = 960;
maskSelect=150;

if(wardrobe_jacket_selected == WARDROBE_JACKET1){
    wardrobe_xTarget = 0;
}
else if(wardrobe_jacket_selected == WARDROBE_JACKET2){
    wardrobe_xTarget = 240;
}
else if(wardrobe_jacket_selected == WARDROBE_JACKET3){
    wardrobe_xTarget = 480;
}
}

if(wardrobe_section == WARDROBE_SECTION_PANTS){
    wardrobe_yTarget = 1280;
    maskSelect=190;

    if(wardrobe_pants_selected == WARDROBE_PANTS1){
        wardrobe_xTarget = 0;
    }
    else if(wardrobe_pants_selected == WARDROBE_PANTS2){
        wardrobe_xTarget = 240;
    }
    else if(wardrobe_pants_selected == WARDROBE_PANTS3){
        wardrobe_xTarget = 480;
    }
}

if(wardrobe_section == WARDROBE_SECTION_SHOES){
```

```

wardrobe_yTarget = 1600;
maskSelect=230;

if(wardrobe_shoes_selected == WARDROBE_SHOES1){
    wardrobe_xTarget = 0;
}
else if(wardrobe_shoes_selected == WARDROBE_SHOES2){
    wardrobe_xTarget = 240;
}
else if(wardrobe_shoes_selected == WARDROBE_SHOES3){
    wardrobe_xTarget = 480;
}

}

wardrobe_x = easeOut(wardrobe_x, wardrobe_xTarget, 4);
wardrobe_y = easeOut(wardrobe_y, wardrobe_yTarget, 4);
image(wardrobe_all, wardrobe_x+20, wardrobe_y+85, 160, 160, 20,(height/2)-75);
image(wardrobe_selected, 0,0, width, maskSelect, 0,0);
}

```

UIImage profile;

UIImage profilebuttons;

void loadProfileScreen ()

```

{
    profile = loadImage("profile.png");

```

```
profilebuttons = loadImage("profilebuttons.png");  
}
```

```
void unloadProfileScreen ()  
{  
  profile = null;  
  profilebuttons = null;  
  (Runtime.getRuntime()).gc();  
  
}
```

```
void enterProfileScreen(){  
  unloadAll();  
  loadProfileScreen();  
  screenMode = SCREENPROFILE;  
  y = 640;  
}
```

```
void drawProfileScreen()  
  
{  
  
  y = easeOut(y, yTarget, 8);  
  image (profile,0,y);  
  y = easeOut(y, yTarget, 8);  
  image (profilebuttons, 0, y);  
}
```

```
PImage piazza;  
PImage piazza2;
```

```
PImage piazza3;
```

```
void loadPiazzaScreen ()
```

```
{
```

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

```
    piazza2 = loadImage ("piazza2.png");
```

```
    piazza3 = loadImage ("piazza3.png");
```

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

```
}
```

```
void unloadPiazzaScreen(){
```

```
    piazza = null;
```

```
    piazza2 = null;
```

```
    piazza3 = null;
```

```
    buttons = null;
```

```
    (Runtime.getRuntime()).gc();
```

```
}
```

```
void enterPiazzaScreen(){
```

```
    unloadAll();
```

```
    loadPiazzaScreen();
```

```
    screenMode = SCREENPIAZZA;
```

```
    y = 640;
```

```
}
```

```
void drawPiazzaScreen()
```

```
{
```

```
    y = easeOut(y, yTarget, 8);
```

```
if(piazza_option_selected == PIAZZA_OPTION_PAPEUR){  
    image (piazza,0,y);  
}  
else if(piazza_option_selected == PIAZZA_OPTION_ALTUS){  
    image (piazza2,0,y);  
}  
else if(piazza_option_selected == PIAZZA_OPTION_OPULENS){  
    image (piazza3,0,y);  
}  
image(buttons,0,0);  
}
```

```
PImage piazzausers;  
PImage piazzausers2;  
PImage piazzausers3;  
PImage piazzausers4;
```

```
void loadPiazzaUsersScreen()  
{  
    piazzausers = loadImage ("piazzausers.png");  
    piazzausers2 = loadImage ("piazzausers2.png");  
    piazzausers3 = loadImage ("piazzausers3.png");  
    piazzausers4 = loadImage ("piazzausers4.png");  
    buttons = loadImage("buttons.png");  
}
```

```
void unloadPiazzaUsersScreen(){  
    piazzausers = null;  
    piazzausers2 = null;
```

```
    piazzausers3 = null;
    piazzausers4 = null;
    buttons = null;
    (Runtime.getRuntime()).gc();

}

void enterPiazzaUsersScreen(){
    unloadAll();
    loadPiazzaUsersScreen();
    screenMode = SCREENPIAZZAUSERS;
    y = 640;
}
```

```
void drawPiazzaUsersScreen()
{
    y = easeOut(y, yTarget, 8);
    if (users_option_selected == USERS_OPTION_NICOLA){
        image (piazzausers,0,y);
    }
    else if (users_option_selected == USERS_OPTION_FABRIZIO){
        image (piazzausers2,0,y);
    }
    else if (users_option_selected == USERS_OPTION_ALBERTO){
        image (piazzausers3,0,y);
    }
    else if (users_option_selected == USERS_OPTION_LUIGI){
        image (piazzausers4,0,y);
    }
}
```

```
image(buttons,0,0);  
}
```

```
UIImage usersinside1;  
UIImage usersinside2;  
UIImage usersinside3;  
UIImage usersinside4;  
UIImage usersinside5;
```

```
void loadUsersInsideScreen()  
{  
    usersinside1 = loadImage ("usersinside1.png");  
    usersinside2 = loadImage ("usersinside2.png");  
    usersinside3 = loadImage ("usersinside3.png");  
    usersinside4 = loadImage ("usersinside4.png");  
    usersinside5 = loadImage ("usersinside5.png");  
    buttons = loadImage("buttons.png");  
}
```

```
void unloadUsersInsideScreen(){  
    usersinside1 = null;  
    usersinside2 = null;  
    usersinside3 = null;  
    usersinside4 = null;  
    usersinside5 = null;  
    buttons = null;  
    (Runtime.getRuntime()).gc();  
}
```

```
}
```

```
void enterUsersInsideScreen(){  
    unloadAll();  
    loadUsersInsideScreen();  
    screenMode = SCREENUSERSINSIDE1;  
    y = 0;  
}
```

```
void drawUsersInsideScreen()  
{  
    y = easeOut(y, yTarget, 8);  
    if (users_selected == USERS_SELECTED_KNIFE){  
        image (usersinside1,0,y);  
    }  
    else if (users_selected == USERS_SELECTED_SLAP){  
        image (usersinside2,0,y);  
    }  
    else if (users_selected == USERS_SELECTED_EGG){  
        image (usersinside3,0,y);  
    }  
    else if (users_selected == USERS_SELECTED_MARKER){  
        image (usersinside4,0,y);  
    }  
    else if (users_selected == USERS_SELECTED_EXAMPLE){  
        image (usersinside5,0,y);  
    }  
    image(buttons,0,0);  
}
```

```
PImage mfirst;
```

```
int numFrames = 15;
```

```
int frame = 0;
```

```
PImage[] images = new PImage [numFrames];
```

```
void loadUserVandalizeScreen (){
```

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

```
    framerate(30);
```

```
    images[0] = loadImage("m1.png");
```

```
    images[1] = loadImage("m2.png");
```

```
    images[2] = loadImage("m3.png");
```

```
    images[3] = loadImage("m4.png");
```

```
    images[4] = loadImage("m5.png");
```

```
    images[5] = loadImage("m6.png");
```

```
    images[6] = loadImage("m7.png");
```

```
    images[7] = loadImage("m8.png");
```

```
    images[8] = loadImage("m9.png");
```

```
    images[9] = loadImage("m10.png");
```

```
    images[10] = loadImage("m11.png");
```

```
    images[11] = loadImage("m12.png");
```

```
    images[12] = loadImage("m13.png");
```

```
    images[13] = loadImage("m14.png");
```

```
    images[14] = loadImage("m15.png");
```

```
}
```

```
void unloadUserVandalizeScreen(){
```

```
    mfirst = null;
```

```
images[0] = null;
images[1] = null;
images[2] = null;
images[3] = null;
images[4] = null;
images[5] = null;
images[6] = null;
images[7] = null;
images[8] = null;
images[9] = null;
images[10] = null;
images[11] = null;
images[12] = null;
images[13] = null;
images[14] = null;
(Runtime.getRuntime()).gc();

}
```

```
void enterUserVandalizeScreen(){
    unloadAll();
    loadUserVandalizeScreen();
    screenMode = SCREENMARKERANIMATION;
}
```

```
void drawUserVandalizeScreen(){

    y = easeOut(y, yTarget, 8);
    if (users_vandalize == SCREENUSERSVANDALIZE){
        image (mfirst,0,y);
    }
}
```

```
}
```

```
if (users_vandalize == SCREEN_USERS_VANDALIZE_ANI){
```

```
    frame++;
```

```
    if (frame == numFrames){
```

```
        frame = 14;
```

```
    }
```

```
    image(images[frame],0,0);
```

```
}
```

```
}
```

```
PIImage scanGarment;
```

```
PIImage garmentconfirm;
```

```
PIImage addgarment;
```

```
void loadScanGarmentScreen (){
```

```
    scanGarment = loadImage("scangarment.png");
```

```
    garmentconfirm = loadImage("addgarmentconfirm.png");
```

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

```
}
```

```
void unloadScanGarmentScreen (){
```

```
    scanGarment = null;
```

```
    garmentconfirm = null;
```

```
    addgarment = null;
```

```
    (Runtime.getRuntime()).gc();
```

```
}
```

```
void enterScanGarmentScreen(){  
    unloadAll();  
    loadScanGarmentScreen ();  
    screenMode = SCREENADDGARMENT;  
    y = 640;  
}
```

```
void drawScanGarmentScreen(){  
  
    y = easeOut(y, yTarget, 8);  
    if (garment_option_selected == ADD_GARMENT_ADD){  
        image (scanGarment,0,y);  
    }  
    else if (garment_option_selected == ADD_GARMENT_SCAN){  
        image (addgarment,0,y);  
    }  
    else if (garment_option_selected == ADD_GARMENT_CONFIRM){  
        image (garmentconfirm,0,y);  
    }  
}
```

```
PImage history;
```

```
void loadHistoryScreen (){  
    history = loadImage("history.jpg");  
    buttons = loadImage ("buttons.png");
```

```
}
```

```
void unloadHistoryScreen(){  
    history = null;  
    buttons = null;  
    (Runtime.getRuntime()).gc();
```

```
}
```

```
void enterHistoryScreen(){  
    unloadAll();  
    loadHistoryScreen();  
    screenMode = SCREENHISTORY;  
    y = 640;  
}
```

```
void drawHistoryScreen(){  
  
    y = easeOut(y, yTarget, 8);  
    image (history,0,y);  
    image(buttons,0,0);  
}
```

```
//loads initial screen
```

```
PImage start;
```

```
PImage picture;
```

```
void loadMenuSetup()
```

```
{
```

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

```
    start = loadImage("start.jpg");
}
//draws initial screen
void drawSetup ()
{
    image(start,0,0);

}
//loads the Camera Screen
void loadMenuCamera()
{
    picture = loadImage("picture.png");

}

void unloadMenuCamera(){
    picture = null;
    (Runtime.getRuntime()).gc();

}

void enterMenuCamera(){
    unloadAll();
    loadMenuCamera();
    screenMode = SCREENCAMERA;
    xTitle = -240;
}

void drawCamera ()
```

```
{  
  image(picture,0,0);  
}
```

Animation Tab

```
////////////////////////////////////  
////
```

```
// Animation Functions, Provide next value given the current value, target value, and speed
```

```
////////////////////////////////////  
////
```

```
// linear animation function (relative)
```

```
// e.g. easeIn(x, 100, 2);
```

```
int animateTo(int current, int target, int speed)
```

```
{  
  int next = current;    // initially our next step is where we currently are  
  if(target < next){     // if we need to make our value smaller...  
    next = next - speed; // make it smaller  
    next = max(next, target); // ensure that we didn't make it smaller than our target value  
  }  
  else if(next < target){ // if we need to make our value bigger...  
    next = next + speed; // make it bigger  
    next = min(next, target); // ensure that we didn't make it bigger than our target value  
  }  
  return next;          // return our next value  
}
```

```
// ease out animation function (relative)
```

```
// e.g. easeIn(x, 100, 10);
```

```
int easeOut(int currentOriginal, int targetOriginal, int speed)
```

```
{
```

```

// make values large for math

int current = currentOriginal * 1000; // make current value large for math (e.g. 2 becomes 2000)
int target = targetOriginal * 1000; // make target value large for math (e.g. 33 becomes 33000)

// do math to calculate our next value

int change = target - current; // find out how much change there is (e.g. 33000 - 2000 = 31000)
int changeLittle = change / speed; // make the change a little change (e.g. 31000 / 4 = 7750)
int next = current + changeLittle; // change the current value a little (e.g. 2000 + 7750 = 9750)

// make next value small for screen
next = next / 1000;

// if our little change was so little that we didn't move...
if(next == currentOriginal){
    next = targetOriginal; // our next step is our target
}

return next; // return our next value (e.g. 9750 / 1000 = 9, remember that we started with 2)
}

// eased in animation function (relative), somewhat hack but ok for simple animation
// e.g. easeIn(x, 100, 900);
int easeIn(int current, int target, int speed)
{
    int change = target - current; // record how far we are away
    int next = current; // initially our next step is where we currently are
    if(target < next){ // if we need to make our value smaller...
        change = target - change; // flip how far we are away
        speed += change; // divide by zeroes are bad
        speed /= change; // divide
    }
}

```

```
next = next - speed;    // make it smaller
next = max(next, target); // ensure that we didn't make it smaller than our target value
}
else if(next < target){ // if we need to make our value bigger...
    speed += change;    // divide by zeroes are bad
    speed /= change;    // divide
    next = next + speed; // make it bigger
    next = min(next, target); // ensure that we didn't make it bigger than our target value
}
return next;           // return our next value
}
```