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_SCREENS

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 profiletitle;

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();
 unloadPidgeon();
 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");
  profiletitle = 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;
  profiletitle = 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);
}
```

```
}

PImage 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);
  }
}

PImage activity_dinner;
PImage activity_events;
PImage activity_sports;
PImage 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);
  }
}



PImage 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);
```

```
 }
}

PImage look1;

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

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

}

PImage 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);
  }
}

PImage 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);
}



PImage profile;
PImage 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);
}



PImage usersinside1;
PImage usersinside2;
PImage usersinside3;
PImage usersinside4;
PImage 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);

  }

}

PImage scanGarment;
PImage garmentconfirm;
PImage 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
}
```