

```
*****
*           Section           of           the           basic           menu           *
*****
```

Set up and name each screen to make it equal to a number,likes the mathematics.That is easy to make you remember the each screen.

```
int screen_menu1 = 0;
int screen_screen1 = 1;
int screen_screen2 = 2;
int screen_screen3 = 3;
int screen_screen4 = 4;
int screen_menu2 = 5;
int screen_screen5 = 6;
int screen_screen6 = 7;
int screen_screen7 = 8;
int screen_screen8 = 9;
int screen_menu3 = 10;
```

Use the "Boolean" to Control the flower and dragonfly.because these two icon are on the same screen.at the first we must name them are false,means they can't move at the beginning .Than when the mouse pressed the "Boolean" came to true.and then the animation works.

```
boolean okToMoveFlower=false;
boolean okFlower=true;
boolean DragonflyMove=false;
```

```
name the image,that make our mind clear
PImage fish;
PImage hua3;
```

```
PImage boat;
PImage message;
PImage leaf;
PImage keyboard;
PImage zhi;
```

```
/*this image is for the animation, make the easy animation by the image*/
```

```
PImage[] bolang = new PImage[2];
PImage nothing1;
```

control the microphone,when we send the message on the origami,we use the animation that is blow the flower.

```
import ddf.minim.*;
Minim minim;
// microphone input
AudioInput input;
```

*the part of setup, load every screen that is happened in the application.
measure the size of your phone screen.

```
void setup() {
  size (320,480);

  loadSend();
  loadMenu();
  loadMenu1();
  loadScreen1();
  loadScreen2();
  loadScreen3();
  loadScreen4();
  loadMenu2();
  loadMenu3();
  loadScreen5();
  loadScreen6();
  loadScreen7();
  loadScreen8();
}
```

/*set a different screen and show the different content.*/

```
void draw() {
  if(screenMode == -2) {
    drawMenu();
  }
  else if(screenMode == -1) {
    drawSend();
  }
  else if(screenMode == screen_menu1) {
    drawMenu1();
  }
  else if(screenMode ==screen_screen1) {
```

```

        drawScreen1();
    }
    else if(screenMode == screen_screen2) {
        drawScreen2();
    }
    else if(screenMode == screen_screen3) {
        drawScreen3();
    }
    else if(screenMode == screen_screen4) {
        drawScreen4();
    }
}

```

the animation of the mouse in every different screen.that will control move the flower o the dragonfly,and show the next screen after your click.

```

void mousePressed() {
    if(screenMode == -2) {
        if (mouseX>225&&mouseX<305&&mouseY>25&&mouseY<105) {
            okToMoveFlower = true;
        }
        if (mouseX>5&&mouseX<85&&mouseY>375&&mouseY<445) {
            DragonflyMove =true;
        }
        if(mouseX>10&&mouseX<20&&mouseY>10&&mouseY<20) {
            image(flower,225,25);
            image(dragonfly,5,375);
            image(piaobackground,-320,0);
        }
    }
    else

        if(screenMode == -1) {
            if (mouseX>180&&mouseX<270&&mouseY>120&&mouseY<210) {
                PickupFish= true;
            }
            if(mouseX>260&&mouseX<320&&mouseY>300&&mouseY<320) {
                Message=true;
            }
            if(mouseX>260&&mouseX<320&&mouseY>450&&mouseY<480) {
                Send=true;
            }

            if(mouseX>0&&mouseX<50&&mouseY>0&&mouseY<50) {

```

```

        bgx = -320;
        okToMoveFlower = false;
        okFlower = true;
        screenMode = -2;

        //-320 false true 375 0
        // 1 true false 375 0
        // println(bgx+ "" +okToMoveFlower+ "" +okFlower);
    }
}

/* the image which load in the loadMenu that will show them at the drawMenu. */

void loadMenu() {
    bgx = -320;
    piaobackground = loadImage("beijing.png");
    flower =loadImage("hua.png");
    dragonfly = loadImage("qingting.png");
    nothing = loadImage("nothing.png");
}

/*show the image that you white in the load parts*/

void drawMenu() {

    bgx=constrain(bgx,-640,0);
    image (flower,225,25);
    image (piaobackground,bgx,0);
    if(okToMoveFlower) {
        if(mouseX < width/2 && bgx <= 0) {
            bgx++;
        }
        else if(bgx > 0) {
            okFlower = false;
        }
    }
}

```

Graphics Section of finding the massage on the maps

//menu3

PImage piaobackground;

PImage flower1;

PImage dragonfly;

// Function to load all the images for the menu3

void loadMenu3()

```
{
  piaobackground = loadImage("beijing.png");
  flower1 =loadImage("hua.png");
  dragonfly = loadImage("qingting.png");
}
```

// Function to draw the menu 3 screen

void drawMenu3()

```
{
  image (piaobackground,-320,0);
  image (flower1,225,5);
  image (dragonfly,5,375);
}
```

// menu 1

PImage nothing;

PImage f1;

PImage f2;

PImage f3;

PImage f4;

PImage f5;

PImage f6;

PImage flower;

PImage bg;

PImage paper;

PImage mapA;

PImage near;

PImage waveA;

PImage waveB;

PImage hands;

```
// Function to load all the images for the menu 1
```

```
void loadMenu1()
{
    piaobackground = loadImage("beijing.png");
    flower =loadImage("hua.png");
    paper = loadImage("paper.png");
    mapA = loadImage("mapA.png");
    nothing = loadImage("nothing.png");
    f1 = loadImage ("f1.png");
    f2 = loadImage ("f2.png");
    f3 = loadImage ("f3.png");
    f4 = loadImage ("f4.png");
    f5 = loadImage ("f5.png");
    f6 = loadImage ("f6.png");
    near= loadImage("near.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
}
```

```
// Function to draw the menu 1 screen
```

```
void drawMenu1()
{
    image (piaobackground,-640,0);
    image(paper, 0, 0);
    image (nothing,125,5);
}
```

```
// Function to draw the process of falling petals
```

```
y = constrain(y,0,480);
y=y-1;
image(mapA, 0, y);
a=a+1;
b=b+2;
c=c+3;
d=d+4;
e=e+2;
f=f+1;
if(a<260) {
    image(f1,130,a);}
if(b<290) {
```

```

        image(f2,145,b);}
    if(c<330) {
        image(f2,160,c);}
    if(d<270) {
        image(f1,127,d);}
    if(e<280) {
        image(f2,170,e);}
    if(f<330) {
        image(f2,180,f);}
    if(a>360) {
        a=6;b=7;c=8;d=9;e=7;f=8;
        flower=nothing;f1=nothing;f2=nothing;f3=nothing;}
    image(near,270,390);
    image(hands,10,10);
    image (flower,125,5);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

```

//Screen 1

PImage mapfind;

// Function to load all the images for the Screen 1

```

void loadScreen1()
{
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    near= loadImage("near.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapfind = loadImage("mapfind.png");
}

```

// Function to draw the Screen 1

```

void drawScreen1() {
    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapfind, 0, 0);
    image(near,270,390);
}

```

```

    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

//Screen2

PImage mapwish;

// Function to load all the images for the Screen 1

void loadScreen2()
{
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    //mapA = loadImage("mapA.png");
    near= loadImage("near.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapwish = loadImage("mapwish.png");
}

// Function to draw the screen2

void drawScreen2() {
    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapwish, 0, 0);
    image(near,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

// Screen3

PImage mapshare;

// Function to load all the images for the Screen 3

void loadScreen3()
{

```

```

    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    near= loadImage("near.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapshare = loadImage("mapshare.png");
}

```

// Function to draw the Screen3

```

void drawScreen3() {
    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapshare, 0, 0);
    image(near,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

```

// Screen4

PImage mapinvite;

// Function to load all the images for the Screen4

```

void loadScreen4()
{
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    near= loadImage("near.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapinvite = loadImage("mapinvite.png");
}

```

// Function to draw the Screen4

```

void drawScreen4() {
    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapinvite, 0, 0);
}

```

```

    image(near,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

//Screen Menu2

PImage mapB;
PImage mapZi;

// Function to load all the images for the menu 2

void loadMenu2() {
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    mapB = loadImage("mapB.png");
    mapZi= loadImage("mapZi.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
}

// Function to draw the menu 2 screen

void drawMenu2() {

    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapB, 0, 0);
    image(mapZi,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

//Screen 5

PImage mapfindnear;

// Function to load all the images for the Screen 5
void loadScreen5()

```

```

{
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    mapZi= loadImage("mapZi.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapfindnear = loadImage("mapfindnear.png");
}

```

// Function to draw the screen5

```

void drawScreen5() {

    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapfindnear, 0, 0);
    image(mapZi,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

```

//Screen 6

PImage mapwishnear;

// Function to load all the images for the Screen 6

```

void loadScreen6() {

    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    mapZi= loadImage("mapZi.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapwishnear = loadImage("mapwishnear.png");
}

```

// Function to draw the Screen6

```

void drawScreen6() {
    image(bg, 0, 0);

```

```

    image(paper, 0, 0);
    image(mapwishnear, 0, 0);
    image(mapZi,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

//Screen7

PImage mapsharenear;

// Function to load all the images for the Screen 7

void loadScreen7()
{
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    //mapB = loadImage("mapB.png");
    mapZi= loadImage("mapZi.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapsharenear = loadImage("mapsharenear.png");
}

// Function to draw the Screen7

void drawScreen7() {
    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapsharenear, 0, 0);
    image(mapZi,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

//Screen 8

PImage mapinvitenear;

// Function to load all the images for the Screen 8

```

```

void loadScreen8()
{
    bg = loadImage("bg.png");
    paper = loadImage("paper.png");
    mapZi= loadImage("mapZi.png");
    waveA=loadImage("waveA.png");
    waveB=loadImage("waveB.png");
    hands=loadImage("hands.png");
    mapinvitenear = loadImage("mapinvitenear.png");
}

```

// Function to draw the Screen 8

```

void drawScreen8() {
    image(bg, 0, 0);
    image(paper, 0, 0);
    image(mapinvitenear, 0, 0);
    image(mapZi,270,390);
    image(hands,10,10);
    image (waveA, 0, 425);
    image (waveB, 0, 425);
}

```

```

/*****
*****

```

Logic

Tab

```

*****
*****

```

```

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
// State - Named modes of the program to make code more readable//
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

```

```

int SCREEN_MENU1 = 0;
int SCREEN_SCREEN1 = 1;
int SCREEN_SCREEN2 = 2;
int SCREEN_SCREEN3 = 3;
int SCREEN_SCREEN4 = 4;
int SCREEN_MENU2 = 5;
int SCREEN_SCREEN5 = 6;
int SCREEN_SCREEN6 = 7;
int SCREEN_SCREEN7 = 8;
int SCREEN_SCREEN8 = 9;

```

```
int SCREEN_MENU3 = 10;
```

```
float y = 270;
```

```
int a=6;
```

```
int b=7;
```

```
int c=8;
```

```
int d=9;
```

```
int e=7;
```

```
int f=8;
```

```
float angle = 0.0;
```

```
int imgFrame;
```

```
// Overall mode of the application, start with the menu1
```

```
int screenMode =SCREEN_MENU1;
```

```
/////////////////////////////////////////////////////////////////
//   Setup - Executes only once, prepares program to run (Logic Initialization)   //
/////////////////////////////////////////////////////////////////
```

```
void setup()
```

```
{
    size(320, 480);
    //loadMenu();
    loadMenu1();
    loadScreen1();
    loadScreen2();
    loadScreen3();
    loadScreen4();
    loadMenu2();
    loadMenu3();
    loadScreen5();
    loadScreen6();
    loadScreen7();
    loadScreen8();
}
```

```
/////////////////////////////////////////////////////////////////
//   Draw - Executes forever, provides user feedback (Logic Repetition)   //
/////////////////////////////////////////////////////////////////
```

```
void draw()
```

```
{
    if(screenMode == SCREEN_MENU1) {
```

```

        drawMenu1();
    }
    else if(screenMode == SCREEN_SCREEN1) {
        drawScreen1();
    }
    else if(screenMode == SCREEN_SCREEN2) {
        drawScreen2();
    }
    else if(screenMode == SCREEN_SCREEN3) {
        drawScreen3();
    }
    else if(screenMode == SCREEN_SCREEN4) {
        drawScreen4();
    }
    else if(screenMode == SCREEN_MENU2) {
        drawMenu2();
    }
    else if(screenMode == SCREEN_MENU3) {
        drawMenu3();
    }
    else if(screenMode == SCREEN_SCREEN5) {
        drawScreen5();
    }
    else if(screenMode == SCREEN_SCREEN6) {
        drawScreen6();
    }
    else if(screenMode == SCREEN_SCREEN7) {
        drawScreen7();
    }
    else if(screenMode == SCREEN_SCREEN8) {
        drawScreen8();
    }
}

////////////////////////////////////
//  USERINTERACTION - interprets user input touch/mousePressed  //
////////////////////////////////////

void mousePressed() {

    if(mouseX > 5 && mouseX < 65 && mouseY > 390 && mouseY < 450) {
        screenMode = SCREEN_SCREEN1;
    }
    if( mouseX > 75 && mouseX < 135 && mouseY > 390 && mouseY < 450) {

```



```

import ddf.minim.*;

Minim minim;
// microphone input
AudioInput input;

// audio volume threshold
float threshold = 0.2;
float highestVolume = 0;
boolean wasLoud = false;

//PImage sfondo;

PImage sfondo;
PImage flower;
PImage hand;
PImage handmenu;
PImage nothing;

PImage signal1;
PImage signal2;
PImage signal3;
PImage signal4;

int x=50;

// data center
float cx = 120;
float cy = 370;

// data rotation
float angle = 0.0;

////////////////////////////////////
//  Function to load all images      //
////////////////////////////////////

void setup() {

    size (320,480);
    background(255);
    smooth();

```

```

sfondo = loadImage ("sfondo.png");
hand = loadImage ("hand.png");
flower = loadImage ("hua.png");
handmenu= loadImage ("hands.png");
nothing=loadImage ("nothing.png");
signal1=loadImage ("signal1.png");
signal2=loadImage ("signal2.png");
signal3=loadImage ("signal3.png");
signal4=loadImage ("signal4.png");

// microphone
minim = new Minim(this);
input = minim.getLineIn();
}

void draw () {

  image(sfondo,0, 0);
  image(hand,110,380);
  image(flower,cx,cy);
// set the speed of the flower
  x=x+1;

  if(x<100&&cy == constrain(cy,width*1/2,width*1/2))
  {
    image(signal1,50,85);
  }
  else if (x<200&&cy == constrain(cy,width*1/2,width*1/2))
  {
    image(signal1,50,85);
    image(signal2,50,85);
  }
  else if (x<300&&cy == constrain(cy,width*1/2,width*1/2))
  {
    image(signal1,50,85);
    image(signal2,50,85);
    image(signal3,50,85);
  }
  else if (x<400&&cy == constrain(cy,width*1/2,width*1/2)) {
    image(signal1,50,85);
    image(signal2,50,85);
    image(signal3,50,85);
  }
}

```

```

        image(signal4,50,85);
    }
    else if(x>450&&cy == constrain(cy,width*1/2,width*1/2)) {
        x=0;
    }

    //input microphone
    boolean loud = false;

    // measure all signals and finds the highest one
    for (int i = 0; i < input.bufferSize() - 1; i++) {
        if (input.mix.get(i) > threshold) {
            loud = true;
            highestVolume = input.mix.get(i);
            wasLoud = true;
        }
    }

    //////////////////////////////////////
    //      Function to Limit the location of the flower      //
    //////////////////////////////////////

    if (loud) {
        cy = cy - (highestVolume * 15);
        cy = constrain(cy,width*1/2,height*1/2);
    }

    if(cy == constrain(cy,width*1/2,width*1/2)) {
        image(handmenu,10,10);
        hand= nothing;
        x=x+1;
    }

    if(frameCount % 100 == 0) {
        image(flower,cx,cy);
    }
    image(flower,cx,cy);
}

```

* Graphics Section of receive the massege - Code that provides feedback to the user (behaviors)

*****/

//Screen menu //////////////////////////////////////

PImage menu;

void loadMenu()

```
{
    menu = loadImage("menum.png");
}
```

void drawMenu()

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

// Same for Screen menu2 //////////////////////////////////////

PImage menu2;

void loadMenu2()

```
{
    menu2 = loadImage("lotusa.png");
}
```

void drawMenu2()

```
{
    image(menu3, 0, 0);
    a = a-2;
    b = b+2;
    if(b>-80 && b<0 && a>0 && a<80)
    {
        image(dragonfly, b, 0);
    }
}
```

```

        image(lotus, a, 0);
    }
    else if(b>=0 && a<=0)
    {
        image(dragonfly, 0, 0);
        image(menu2, 0, 0);
    }
    fill(0);
    t = "1";
    text(t, 260,20);
}
// Same for Screen menu3 //////////////////////////////////////

```

```

PImage menu3;
PImage dragonfly;
PImage lotus;

```

```

void loadMenu3()
{
    menu3 = loadImage("menuc.png");
    dragonfly = loadImage("dragonfly.png");
    lotus = loadImage("lotus.png");
}

```

```

void drawMenu3()
{
    image(menu3, 0, 0);
    a = a-2;
    b = b+2;
    if(b>-80 && b<0 && a>0 && a<80)
    {
        image(dragonfly, b, 0);
        image(lotus, a, 0);
    }
    else if(b>=0 && a<=0)
    {
        image(dragonfly, 0, 0);
        image(lotus, 0, 0);
    }
}

```

```

// Same for Screen m //////////////////////////////////////

```

```
PImage screenM;
```

```
void loadScreenM()
```

```
{
    screenM = loadImage("lianhua.png");
}
```

```
void drawScreenM()
```

```
{
    image(menu, 0, 0);
    image(screenM, 0, 0);
    image(screenC,0,0);
    fill(0,0,0);
    t = "If you leave now,you can not read the message any more..";
    text(t, 15,370);
    t = "You really don't want to catch it? ";
    text(t, 15,390);
    t = "catch";
    text(t, 110,420);
    t = "leave";
    text(t, 190,420);
}
```

```
// Same for Screen A //////////////////////////////////////
```

```
PFont my_font;
```

```
void loadMy_font()
```

```
{
    smooth();
    my_font = loadFont("Calibri-48.vlw");
    textFont(my_font,18);
    noLoop ();
}
```

```
void drawMy_font()
```

```
{
    fill(0,0,0);
    t = "There is a message near to you";
    text(t, 50,370);
    t = "catch";
    text(t, 120,420);
    t = "no";
}
```

```
    text(t, 200,420);  
}
```

```
PImage screenA;
```

```
void loadScreenA()  
{  
    screenA = loadImage("lianhua.png");  
}
```

```
void drawScreenA()  
{  
    image(menu, 0, 0);  
    image(screenC,0,0);  
    fill(0,0,0);  
    t = "There is a message near to you";  
    text(t, 70,370);  
    t = "catch";  
    text(t, 110,420);  
    t = "no";  
    text(t, 190,420);  
    image(screenA, 0, 0);  
}
```

```
// Same for Screen B //////////////////////////////////////
```

```
PImage screenB1;  
PImage screenB2;  
PImage screenB3;  
PImage screenB4;  
PImage flower;  
PImage hands;
```

```
void loadScreenB()  
{  
    screenB1 = loadImage("rece3a.png");  
    screenB2 = loadImage("rece5.png");  
    screenB3 = loadImage("rece6a.png");  
    screenB4 = loadImage("rece6.png");  
    flower = loadImage("lianhua.png");  
    hands = loadImage("hands.png");  
}
```

```

void drawScreenB()
{
    image(menu, 0, 0);
    image(screenC,0,0);
    x=x+5;
    if(x>=-100 && x<=-50)
    {
        image(screenB1,0,0);
        image(flower,x,0);
    }
    else if (x>-50 && x<=-20)
    {
        image(screenB2,0,0);
        image(flower,x,0);
    }
    else if (x>-20 && x<0)
    {
        image(screenB3,0,0);
        image(flower,x,0);
    }
    else if (x>0) {
        image(screenB4,0,0);
        image(flower,0,0);
    }

    image(hands,10,10);
}

```

// Same for Screen C //////////////////////////////////////

```

PImage screenC;
PImage pro1;
PImage pro2;
PImage pro3;
PImage pro4;
PImage pro5;
PImage pro6;
PImage pro7;
PImage pro8;
PImage pro9;
PImage pro10;
PImage pro11;

```

```
PImage pro12;  
PImage pro13;  
PImage pro14;  
PImage pro15;  
PImage pro16;  
PImage pro17;  
PImage pro18;  
PImage pro19;  
PImage pro20;  
PImage pro21;  
PImage pro22;  
PImage pro23;  
PImage pro24;  
PImage pro25;  
PImage textt;  
int yScale = 150;  
int yXPos = 85;  
int yYPos = 165;
```

```
void loadScreenC()  
{  
    screenC = loadImage("rece1.png");  
    pro1 = loadImage("a.png");  
    pro2 = loadImage("b.png");  
    pro3 = loadImage("c.png");  
    pro4 = loadImage("d.png");  
    pro5 = loadImage("e.png");  
    pro6 = loadImage("f.png");  
    pro7 = loadImage("g.png");  
    pro8 = loadImage("h.png");  
    pro9 = loadImage("i.png");  
    pro10 = loadImage("j.png");  
    pro11 = loadImage("k.png");  
    pro12 = loadImage("l.png");  
    pro13 = loadImage("m.png");  
    pro14 = loadImage("n.png");  
    pro15 = loadImage("o.png");  
    pro16 = loadImage("p.png");  
    pro17 = loadImage("q.png");  
    pro18 = loadImage("r.png");  
    pro19 = loadImage("s.png");  
    pro20 = loadImage("t.png");  
    pro21 = loadImage("u.png");  
    pro22 = loadImage("v.png");
```

```
    pro23 = loadImage("w.png");
    pro24 = loadImage("x.png");
    pro25 = loadImage("y.png");
    textt = loadImage("text.png");
}
```

```
void drawScreenC()
{
    image(menu, 0, 0);
    image(screenC, 0, 0);
    y=y+50;

    if(y<100)
    {
        image(pro1,85,165);
    }
    else if (y<200)
    {
        image(pro2,85,165);
    }
    else if (y<300)
    {
        image(pro3,85,165);
    }
    else if (y<400)
    {
        image(pro4,85,165);
    }
    else if (y<500)
    {
        image(pro5,85,165);
    }
    else if (y<600)
    {
        image(pro6,85,165);
    }
    else if (y<700)
    {
        image(pro7,85,165);
    }
    else if (y<800)
    {
        image(pro8,85,165);
    }
}
```

```
else if (y<900)
{
    image(pro9,85,165);
}
else if (y<1000)
{
    image(pro10,85,165);
}
else if (y<1100)
{
    image(pro11,85,165);
}

else if (y<1200)
{
    image(pro12,85,165);
}
else if (y<1300)
{
    image(pro13,85,165);
}
else if (y<1400)
{
    image(pro14,85,165);
}
else if (y<1500)
{
    image(pro15,85,165);
}
else if (y<1600)
{
    image(pro16,85,165);
}
else if (y<1700)
{
    image(pro17,85,165);
}
else if (y<1800)
{
    image(pro18,85,165);
}

else if (y<1900)
{
```



```

void loadScreenD()
{
    screenC = loadImage("rece1.png");
    screenD = loadImage("keyboard.png");
}

void drawScreenD()
{
    image(menu, 0, 0);
    image(screenC,0,0);
    image(screenD,0,0);
    image(hands,10,10);
}

// Same for Screen E //////////////////////////////////////
PImage screenE;

void loadScreenE()
{
    screenC = loadImage("rece1.png");
    screenE = loadImage("send.png");
}

void drawScreenE()
{
    image(menu, 0, 0);
    image(screenC,0,0);
    image(screenE,0,0);
    image(hands,10,10);
}

// Same for Screen F //////////////////////////////////////
PImage screenF;

void loadScreenF()
{
    screenF = loadImage("text.png");
}

void drawScreenF()

```

```
{
    image(menu, 0, 0);
    image(screenC,0,0);
    image(screenF, 0, 0);
}
```

```
/******
*****
```

Logic

Tab

```
*****
*****/
```

```
////////////////////////////////////
// State - Named modes of the program to make code more readable
////////////////////////////////////
```

```
// Names for each possible screen
```

```
int SCREEN_MENU = 0;
int SCREEN_A = 1;
int SCREEN_B = 2;
int SCREEN_C = 3;
int SCREEN_D = 4;
int SCREEN_E = 5;
int SCREEN_MENU2 = 6;
int SCREEN_F = 7;
int SCREEN_M = 8;
int SCREEN_MENU3 = 9;
int SCREEN_G = 10;
int x = -100;
int y = 0;
int a = 80;
int b = - 80;
```

```
float threshold = 0.2;
float highestVolume = 0;
```

```
int xx=50;
```

```
// data center
float cx = 120;
```

```

float cy = 370;

// data rotation
float angle = 0.0;

String t;

// Overall mode of the application, start with the menu
int screenMode = SCREEN_A;

/////////////////////////////////////////////////////////////////
// Setup - Executes only once, prepares program to run (Logic Initialization)
/////////////////////////////////////////////////////////////////

void setup()
{
    size(320, 480);
    loadScreenA();
    loadScreenM();
    loadScreenB();
    loadScreenD();
    loadScreenE();
    loadScreenF();
    loadMenu();
    loadScreenC();
    loadMenu2();
    loadMenu3();
}

/////////////////////////////////////////////////////////////////
// Draw - Executes forever, provides user feedback (Logic Repetition)
/////////////////////////////////////////////////////////////////

void draw()
{
    if(screenMode == SCREEN_MENU){
        drawMenu();
    }
    else if(screenMode == SCREEN_MENU2){
        drawMenu2();
    }
    else if(screenMode == SCREEN_MENU3){
        drawMenu3();
    }
}

```

```

else if(screenMode == SCREEN_A){
    drawScreenA();
}
else if(screenMode == SCREEN_B){
    drawScreenB();
}
else if(screenMode == SCREEN_C){
    drawScreenC();
}
else if(screenMode == SCREEN_D){
    drawScreenD();
}
else if(screenMode == SCREEN_E){
    drawScreenE();
}
else if(screenMode == SCREEN_F){
    drawScreenF();
}
else if(screenMode == SCREEN_M){
    drawScreenM();
}
}

////////////////////////////////////
// USERINTERACTION - interprets user input touch/mousePressed
////////////////////////////////////

void mousePressed(){
    if(screenMode == SCREEN_A){
        if(mouseX > 100 && mouseX < 160 && mouseY > 400 && mouseY < 440){
            screenMode = SCREEN_B;
        }
        if(mouseX > 160 && mouseX < 220 && mouseY > 400 && mouseY < 440){
            screenMode = SCREEN_M;
        }
    }
    else if(screenMode == SCREEN_M){
        if(mouseX > 100 && mouseX < 160 && mouseY > 400 && mouseY < 440){
            screenMode = SCREEN_B;
        }
        if(mouseX > 160 && mouseX < 220 && mouseY > 400 && mouseY < 440){
            screenMode = SCREEN_MENU3;
        }
    }
}

```

```

else if(screenMode == SCREEN_B){
    if(mouseX > 120 && mouseX < 200 && mouseY > 360 && mouseY < 420){
        screenMode = SCREEN_C;
    }
    if(mouseX > 0 && mouseX < 55 && mouseY > 0 && mouseY < 55){
        screenMode = SCREEN_MENU3;
    }
}
else if(screenMode == SCREEN_C){
    if(mouseX > 200 && mouseX < 280 && mouseY > 400 && mouseY < 480){
        screenMode = SCREEN_D;
    }
    if(mouseX > 0 && mouseX < 80 && mouseY > 400 && mouseY < 480){
        screenMode = SCREEN_MENU2;
    }
}

else if(screenMode == SCREEN_MENU2){
    if(mouseX > 190 && mouseX < 250 && mouseY > 20 && mouseY < 80){
        screenMode = SCREEN_F;
    }
}
else if(screenMode == SCREEN_F){
    if(mouseX > 200 && mouseX < 280 && mouseY > 400 && mouseY < 480){
        screenMode = SCREEN_D;
    }
}
else if(screenMode == SCREEN_D){
    if(mouseX > 200 && mouseX < 320 && mouseY > 240 && mouseY < 320){
        screenMode = SCREEN_E;
    }
    if(mouseX > 0 && mouseX < 120 && mouseY > 240 && mouseY < 320){
        screenMode = SCREEN_F;
    }
    if(mouseX > 0 && mouseX < 55 && mouseY > 0 && mouseY < 55){
        screenMode = SCREEN_MENU2;
    }
}
else if(screenMode == SCREEN_E)
{
    if(mouseX > 0 && mouseX < 120 && mouseY > 400 && mouseY < 480){
        screenMode = SCREEN_MENU2;
    }
    if(mouseX > 200 && mouseX < 320 && mouseY > 400 && mouseY < 480){

```

```
        screenMode = SCREEN_G;
    }
}
}
```

```
/******  
*****
```

* Graphics Section of getting information - Code that provides feedback to the user (behaviors)

```
*****  
*****/
```

```
// Screen menu //////////////////////////////////////
```

```
PImage menu;
```

```
PImage lotus;
```

```
void loadMenu()
```

```
{
```

```
    menu = loadImage("menuc.png");
```

```
    lotus = loadImage("fotolotus.png");
```

```
}
```

```
void drawMenu()
```

```
{
```

```
    image(menu, 0, 0);
```

```
}
```

```
// Same for Screen menu2 //////////////////////////////////////
```

```
PImage menu2;
```

```
PImage redlotus;
```

```
PImage dragonfly;
```

```
void loadMenu2()
```

```
{
```

```
    redlotus = loadImage("fotolotus1.png");
```

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

```
}
```

```
void drawMenu2()
```

```
{
```

```
    image(menu, 0, 0);
```

```
    image(redlotus,210,30);
```

```
    image(dragonfly,0,0);
```

```
    fill(0);
```

```
    t = "6";
```

```
    text(t, 250,20);
```

```
}
```

```
// Same for Screen menu2 //////////////////////////////////////
```

PImage menu3;

void loadMenu3()

```
{
  menu3 = loadImage("menuc.png");
  dragonfly = loadImage("dragonfly.png");
  lotus = loadImage("lotus.png");
}
```

void drawMenu3()

```
{
  image(menu3, 0, 0);
  a = a-1;
  b = b+1;
  if(b>-80 && b<0 && a>0 && a<80)
  {
    image(dragonfly, b, 0);
    image(lotus, a, 0);}
  else if(b>=0 && a<=0)
  {
    image(dragonfly, 0, 0);
    image(lotus, 0, 0);}
}
```

// Same for Screen Find //////////////////////////////////////

PFont my_font;

void loadMy_font()

```
{
  smooth();
  my_font = loadFont("Calibri-48.vlw");
  textFont(my_font,18);
  noLoop ();
}
```

void drawMy_font()

```
{
  fill(0,0,0);
  t = "There is a message near to you";
  text(t, 50,370);
  t = "catch";
  text(t, 120,420);
  t = "no";
  text(t, 200,420);
}
```

```
PImage screenA;  
PImage screenC;  
PImage screenFind;  
PImage signal1;  
PImage signal2;  
PImage signal3;  
PImage signal4;  
PImage dragonf;  
PImage re;
```

```
void loadScreenFind()  
{  
    screenA = loadImage("fotolotus.png");  
    screenC = loadImage("rece1.png");  
    screenFind = loadImage("screenfind.png");  
    signal1 = loadImage("signal1.png");  
    signal2 = loadImage("signal2.png");  
    signal3 = loadImage("signal3.png");  
    signal4 = loadImage("signal4.png");  
    dragonf = loadImage("dragonf.png");  
    re = loadImage("re.png");  
}
```

```
void drawScreenFind()  
{  
    image(menu3, 0, 0);  
    image(screenC, 0, 0);  
    image(screenFind,0,0);  
    image(hands,265,425);  
    image(dragonf,180,200);  
    image(re,220,250);
```

```
x=x+1;  
if(x<100)  
{  
    image(signal1,50,150);  
}  
else if (x<200)  
{  
    image(signal1,50,150);  
    image(signal2,50,150);  
}
```

```

else if (x<300)
{
    image(signal1,50,150);
    image(signal2,50,150);
    image(signal3,50,150);
}
else if (x<400)
{
    image(signal1,50,150);
    image(signal2,50,150);
    image(signal3,50,150);
    image(signal4,50,150);
}
else if(x>450){x=0;}
    image(screenA,120,220);
}

// Same for Screen Wish ////////////////////////////////////////

PImage screenWish;

void loadScreenWish()
{
    screenA = loadImage("fotolotus1.png");
    screenC = loadImage("rece1.png");
    screenWish = loadImage("screenwish.png");
    signal1 = loadImage("signal1.png");
    signal2 = loadImage("signal2.png");
    signal3 = loadImage("signal3.png");
    signal4 = loadImage("signal4.png");
}

void drawScreenWish()
{
    image(menu3, 0, 0);
    image(screenC, 0, 0);
    image(screenWish,0,0);
    image(hands,265,425);
    x=x+1;
    if(x<100)
    {
        image(signal1,50,150);
    }
}

```



```

void loadScreenInvite()
{
    screenA = loadImage("fotolotus.png");
    screenC = loadImage("rece1.png");
    screenInvite = loadImage("screeninvite.png");
}

void drawScreenInvite()
{
    image(menu3, 0, 0);
    image(screenC, 0, 0);
    image(screenInvite, 0, 0);
    image(hands, 265, 425);
}
// Same for Screen Reply //////////////////////////////////////
PImage screenReply;
PImage screenReplya;

void loadScreenReply()
{
    screenReplya = loadImage("replya.png");
    screenReply = loadImage("reply.png");
}

void drawScreenReply()
{
    image(screenReplya, 0, 0);
    image(screenReply, 0, 0);
}

// Same for Screen D //////////////////////////////////////

PImage screenD;
PImage hands;
void loadScreenD()
{
    screenC = loadImage("rece1.png");
    screenD = loadImage("keyboard.png");
    hands = loadImage("hands.png");
}

void drawScreenD()

```

```

{
    image(menu, 0, 0);
    image(screenC,0,0);
    image(screenD,0,0);
    image(hands,10,10);
}

// Same for Screen E //////////////////////////////////////
PImage screenE;
void loadScreenE()
{
    screenC = loadImage("rece1.png");
    screenE = loadImage("send.png");

    // flower = loadImage("lianhua.png");

}
void drawScreenE()
{
    image(menu, 0, 0);
    image(screenC,0,0);
    image(screenE,0,0);
    image(hands,10,10);
}

```

```

/*****
*****

```

* Logic Section - Code that captures and interprets user input

```

*****
*****/

```

```

////////////////////////////////////
// State - Named modes of the program to make code more readable
////////////////////////////////////

```

```

// Names for each possible screen
int SCREEN_MENU = 0;
int SCREEN_MENU2 = 6;
int SCREEN_D = 4;
int SCREEN_E = 5;

```

```

int SCREEN_M = 8;
int SCREEN_MENU3 = 9;
int SCREEN_FIND = 1;
int SCREEN_WISH = 10;
int SCREEN_SHARE = 11;
int SCREEN_INVITE = 12;
int SCREEN_REPLY = 13;
int x = 0;
int a = 80;
int b = - 80;
String t;

// Overall mode of the application, start with the menu
int screenMode = SCREEN_MENU2;

////////////////////////////////////
// Setup - Executes only once, prepares program to run (Logic Initialization)
////////////////////////////////////

void setup()
{
    size(320, 480);
    loadScreenFind();
    loadScreenWish();
    loadScreenShare();
    loadScreenInvite();
    loadScreenReply();
    loadScreenD();
    loadScreenE();
    loadMenu();
    loadMenu2();
    loadMenu3();
}

////////////////////////////////////
// Draw - Executes forever, provides user feedback (Logic Repetition)
////////////////////////////////////

void draw()
{
    if(screenMode == SCREEN_MENU){
        drawMenu();
    }
    else if(screenMode == SCREEN_MENU2){

```

```

        drawMenu2();
    }
    else if(screenMode == SCREEN_MENU3){
        drawMenu3();
    }
    else if(screenMode == SCREEN_FIND){
        drawScreenFind();
    }
    else if(screenMode == SCREEN_WISH){
        drawScreenWish();
    }
    else if(screenMode == SCREEN_SHARE){
        drawScreenShare();
    }
    else if(screenMode == SCREEN_INVITE){
        drawScreenInvite();
    }

    else if(screenMode == SCREEN_REPLY){
        drawScreenReply();
    }

    else if(screenMode == SCREEN_D){
        drawScreenD();
    }
    else if(screenMode == SCREEN_E){
        drawScreenE();
    }
}

////////////////////////////////////
// USERINTERACTION - interprets user input touch/mousePressed
////////////////////////////////////

void mousePressed(){
    if(screenMode == SCREEN_MENU2){
        if(mouseX > 190 && mouseX < 250 && mouseY > 20 && mouseY < 80){
            screenMode = SCREEN_FIND;
        }
    }

    else if(screenMode == SCREEN_FIND){
        if(mouseX > 255 && mouseX < 320 && mouseY > 415 && mouseY < 480){
            screenMode = SCREEN_MENU2;
        }
    }
}

```

```

    }
    if(mouseX > 95 && mouseX < 130 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_WISH;
    }
    if(mouseX > 140 && mouseX < 200 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_SHARE;
    }
    if(mouseX > 200 && mouseX < 320 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_INVITE;
    }
    if(mouseX > 200 && mouseX < 320 && mouseY > 240 && mouseY < 290){
        screenMode = SCREEN_REPLY;
    }
}

else if(screenMode == SCREEN_REPLY){
    if(mouseX > 0 && mouseX < 100 && mouseY > 420 && mouseY < 480){
        screenMode = SCREEN_FIND;
    }
    if(mouseX > 200 && mouseX < 280 && mouseY > 400 && mouseY < 480){
        screenMode = SCREEN_D;
    }
}

else if(screenMode == SCREEN_WISH){
    if(mouseX > 255 && mouseX < 320 && mouseY > 415 && mouseY < 480){
        screenMode = SCREEN_MENU2;
    }
    if(mouseX > 0 && mouseX < 90 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_FIND;
    }
    if(mouseX > 140 && mouseX < 200 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_SHARE;
    }
    if(mouseX > 200 && mouseX < 320 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_INVITE;
    }
}

else if(screenMode == SCREEN_SHARE){
    if(mouseX > 255 && mouseX < 320 && mouseY > 415 && mouseY < 480){
        screenMode = SCREEN_MENU2;
    }
    if(mouseX > 95 && mouseX < 130 && mouseY > 0 && mouseY < 150){

```

```

        screenMode = SCREEN_WISH;
    }
    if(mouseX > 0 && mouseX < 90 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_FIND;
    }
    if(mouseX > 200 && mouseX < 320 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_INVITE;
    }
}

else if(screenMode == SCREEN_INVITE){
    if(mouseX > 255 && mouseX < 320 && mouseY > 415 && mouseY < 480){
        screenMode = SCREEN_MENU2;
    }
    if(mouseX > 0 && mouseX < 90 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_FIND;
    }
    if(mouseX > 95 && mouseX < 130 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_WISH;
    }
    if(mouseX > 140 && mouseX < 200 && mouseY > 0 && mouseY < 150){
        screenMode = SCREEN_SHARE;
    }
}

else if(screenMode == SCREEN_M){

    if(mouseX > 160 && mouseX < 220 && mouseY > 400 && mouseY < 440){
        screenMode = SCREEN_MENU3;
    }
}

else if(screenMode == SCREEN_D){
    if(mouseX > 200 && mouseX < 320 && mouseY > 240 && mouseY < 320){
        screenMode = SCREEN_E;
    }
    if(mouseX > 0 && mouseX < 120 && mouseY > 240 && mouseY < 320){
        screenMode = SCREEN_REPLY;
    }
    if(mouseX > 0 && mouseX < 55 && mouseY > 0 && mouseY < 55){
        screenMode = SCREEN_MENU2;
    }
}
else if(screenMode == SCREEN_E)

```

```
{
  if(mouseX > 0 && mouseX < 120 && mouseY > 400 && mouseY < 480){
    screenMode = SCREEN_D;
  }
  if(mouseX > 0 && mouseX < 55 && mouseY > 0 && mouseY < 55){
    screenMode = SCREEN_MENU2;
  }
}
}
```