Your Name:

Lab#4: Week of September 28,2020

Due by midnight on your lab day.

Question 1. Fill in the variable values for each iteration of the for-loop

(a).

```
float size = 500.0;
float alpha = 255.0;
while (alpha >= 0) {
   fill(255, 150, 80, alpha);
   ellipse(250, 250, size, size);
   println(alpha, size);
   size -= 10;
   alpha -= 100;
}
```

iteration	alpha	size	alpha >= 0

(b).

```
for (int i = 0; i < 5; i++) {
   float value = i * 2;
   println(i, value);
}
```

iteration	i	i< 5	value

(c).

```
float x = 0.0;
for (int i = 0; i <= 6; i+=2) {
   x = x + 10;
   println(i, x);
}
```

iteration	i	i <= 6	x

Question 2. Modify the owl program so the bird's gaze follows the mouse using the following rules. You can get the basecode from your directory on dropbox.

- Set the pupil X offset to -25 if mouseX is less than 30% of the width
- Set the pupil X offset to 25 if mouseX is greater than 70% of the width
- Set the pupil Y offset to -25 if mouseY is less than 30% of the width
- Set the pupil Y offset to 25 if mouseY is greater than 70% of the width