

Unit 5 WS 5: Using HTML Headers and Text with p5.js

Part I: Log into p5.js

1. Go to <https://p5js.org/>
2. At the top-right corner, click on “Log in” and log into your account.

Part II: Opening Challenge with HTML Headers and Text

1. Open [Mr. Z's example of how to use add HTML Headers and Text](#).
2. **DO NOT EDIT THIS FILE!** Instead, highlight and copy the code. Then at the top click on “File” and select “New”. Delete the few lines of code that appear in the new file, then paste Mr. Z’s code there. Save it (click on “File” and select “Save”).
3. Click on “Auto-refresh” (if it’s not already checked) and then click on the “play” button to run the simulation. Interact with the simulation.
 - a. You should see a simulation with a bouncing ball. You should be able to change its size with the slider, its color with the button, and if you click inside the simulation window you should be able to move the ball to a new location.
 - b. Now look around the simulation window. You should see text above and below it. How did we do this? With HTML elements.
 - i. Look at Lines 22 -26. Line 23 creates a header (title) for the simulation. Then Lines 24-26 create “paragraphs” (text) that give the user information about how to use the simulation.
 - ii. Look at Line 40. It creates the ending text. Why is it displayed at the bottom of the window? Because the command to create this particular paragraph came after the command to create the simulation window (createCanvas).
 - iii. Notice that the coding for the header and text happens only in the setup function.

