



data\_temperature\_1 | Processing 3.5.4

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data_temperature_1  tablenewnew
1 PShape map;
2 Table data;
3 int rowCounts;
4 float dataMax;
5 float dataMin;
6 float value;
7
8 void setup(){
9   size(1200,900);
10  map.loadShape("newshape-new-shape16.svg");
11  textFont(font);
12  data=new Table("newest.txt");
13  rowCounts=rowCount();
14  for(int i=0;i<rowCount();i++){
15    float valueData=data.getFloat(i,0);
16    dataMax=valueData;
17    if(valueData>value){
18      dataMax=value;
19    }
20  }
21}
22
23 void draw(){
24  background(0);
25  map.setMode(0);
26  for(int row=0;row<rowCount();row++){
27    float xdata=perlinNoise(row,0);
28    float ydata=perlinNoise(0, row);
29    drawData(xdata,ydata, row);
30  }
31  saveFrame("output/xxxx.png");
32  println(dataMin);
33  println(dataMax);
34}
35
36 void drawData(float x,float y,int row){
37  valuedata=getFloat(row,0);
38  valuedata=getFloat(row,dataMax);
39  rectMode(CENTER);
40  float percent=(value/(valueMax-dataMin));
41  float betweenColor=(30,230,percent);
42  stroke(betweenColor);
43  strokeWeight(0.2);
44  strokeCap(SQUARE);
45}

```

