

Working with Software Objects (Classes) in Processing

```
//-- In the main setup() and draw():  
  
/-- Variable for an "instance" of the object  
  
Bubble b;  
  
/--- "Instantiating the object in setup():  
  
b = new Bubble(100);  
//-----
```

Creating the Bubble Object:

```
class Bubble {  
  int diameter;  
  int x;  
  int y;  
  
  /--- This is the "Constructor" ----  
  
  Bubble(int diam) {  
    diameter = diam;  
    x = 100;  
    y = 100;  
  }  
  
  /-- This is a "method" of the object  
  
  void ascend() {  
    y = y - 2;    // move y axis location  
  }  
}
```