Pizza Instructions

We are going to make a pizza!

1. Create a new sketch in Processings and add `setup()` and `draw()` methods.

2. In your `setup()` method, set the size of your canvas:
   ```
   size(int width, int height);
   ```

3. In your `setup()` method, draw a dough colored ellipse for your pizza, a red ellipse for your sauce, and a yellow ellipse your cheese.

4. Visit http://beej.us/pizza/pizza.menu.html and find toppings for your pizza

5. Drag the images onto your desktop, and then drag them into your sketch.

6. In your `draw()` method, load the images of your toppings:
   ```
   PImage pepperoni = loadImage("pepperoni.gif");
   image(pepperoni, int xPosition, int yPosition);
   ```

7. Before your image command, resize your toppings:
   ```
   pepperoni.resize(10, 10);
   ```

8. Add more toppings:
   ```
   image(toppingName, int xPosition, int yPosition);
   ```

9. Add toppings wherever the user clicks the mouse.
   Hint: Use the `mousePressed`, `mouseX`, and `mouseY` variables

10. In your `setup()` method, use a background image to put the pizza in a box:
    ```
    PImage pizzaBox = loadImage("box.jpg");    //in setup method
    pizzaBox.resize(width, height);
    background(pizzaBox);
    ```