

Anatomy of a p5.js Sketch

1 min

Before diving into code, let's take a look at the web technologies that p5.js uses. If you are relatively new to web programming, remember that web applications typically require three types of files: HTML, CSS, and JavaScript. The same applies to a p5.js program! Here are lists of roles that each of these components plays to render a p5.js sketch.

HTML:

- HTML is used for the content of a web page.
- The HTML file is where you can view the output of your p5.js program in the browser.
- You'll also have to link your p5.js sketch file and the p5.js library as `<script>` tags. For more information about how you can download and include the p5.js library in your HTML document, refer to the [Creating a Local p5.js Project](#) article. During your p5.js learning journey on the Codecademy platform, you don't need to worry about this. We will focus on learning about the library itself.

CSS:

- CSS stylesheets are used to style HTML elements.
- p5.js will create an HTML `<canvas>` element that you can style using CSS. We will talk more about the `<canvas>` element in the next exercise.

JavaScript:

- JavaScript is used for adding functionality to a web application.
- A JavaScript file, typically named **sketch.js**, will contain the code for your p5.js application.
- p5.js is a JavaScript library that contains built-in variables and functions to help you develop visual programs.

Instructions

Take a look at the diagram on the right to explore the anatomy of a p5.js Sketch!

My Awesome Website!



Webpage is styled!

index.html

```
<!DOCTYPE html>
<html>
<head>
  <title>My Awesome Website!</title>
  <script src="ps.js"></script>
</head>
<body>
  <h1>My Awesome Website!</h1>
</body>
</html>
```

sketch.js

```
function setup() {
  createCanvas(400, 400);
}
function draw() {
  background(220);
  /*
  Awesome visualization code!
  */
}
```

style.css

```
html, body {
  margin: 0;
  padding: 0;
  background: #FFD300;
}
canvas {
  display: block;
}
```