

## stroke() and noStroke()

6 min

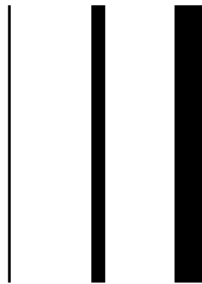
Shapes have another color as well—stroke!

The stroke is the color used to draw lines or the borders around shapes. All the shapes we have seen so far are drawn with a default stroke color of black. You can set the stroke color with the `stroke()` function the same way we did for the `fill()` function. It takes a color as input and must be called before drawing the shape.



```
stroke('red');  
rect(width/2, height/2, 100);
```

The thickness of strokes can be set with the `strokeWeight()` function. The `strokeWeight()` function takes a numeric value as input for the width in pixels.

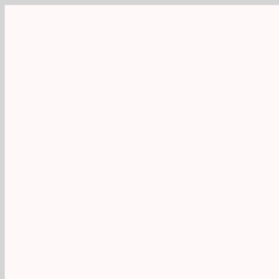


```
// Default
strokeWeight(1);
line(20, 20, 20, 120);

// Thicker
strokeWeight(5);
line(70, 20, 70, 120);

// Very Thick
strokeWeight(10);
line(100, 20, 100, 120);
```

You can disable the stroke from being drawn by calling the `noStroke()` function.



```
noStroke();
rect(width/2, height/2, 100);
```

## Instructions

1.

In the p5.js sketch to the right, set the top-left line's stroke color to green in RGB notation by calling the `stroke()` function before the shape is drawn.

Hint

Make sure to call the `stroke()` function before the shape is drawn.

The `stroke()` function can take RGB values as arguments like below:

```
stroke(redValue, greenValue, blueValue);
```

2.

A single pixel is too hard to see! Set the top-right point's stroke weight to 100 pixels.

Hint

Set the stroke weight with the `strokeWeight()` function before the `point()` function.

For example, to set the stroke weight to 10 pixels, your code will look like this:

```
strokeWeight(10);
```

3.

Now all the shapes have a stroke of 100 pixels! Return top-left line's stroke weight to 1 pixel.

Hint

Make sure to set the stroke weight using the `strokeWeight()` function before the `line()` function is called.

4.

Let's change the triangle's stroke setting. Set the bottom-left triangle's stroke color to `'red'` and stroke weight to 5 pixels.

Hint

Set both the stroke color and the stroke weight before the shape is drawn.

5.

Lastly, set the bottom-right circle to have no stroke.

Hint

Remove the stroke by calling `noStroke()` before the shape is drawn.

sketch.js

```
let shapeWidth = 100;

function setup() {
  createCanvas(400, 400);

  background(200);
}

function draw() {
  // TODO: Set the top-left line stroke to green
  strokeWeight(1);
```

```
stroke(0, 255, 0);
line(width/2 - shapeWidth,
     shapeWidth/2,
     width/2 - shapeWidth,
     height/2 - shapeWidth/2);

// TODO: Set the top-right point weight to 100 pixels
strokeWeight(100);
point(width/2 + shapeWidth,
      height/2 - shapeWidth);

// TODO: Set the bottom-left triangle to stroke color to red and the stroke weight of 5

strokeWeight(5);
stroke('red');
triangle(shapeWidth/2,
         height/2 + shapeWidth/2,
         shapeWidth/2, height - shapeWidth/2,
         width/2 - shapeWidth/2,
         height/2 + shapeWidth/2);

// TODO: Set the bottom-right circle to a transparent stroke
noStroke();
circle(width/2 + shapeWidth,
      height/2 + shapeWidth,
      shapeWidth);
}
```

