Lecture 3 note

To make any shape like rectangle or different primitive

Example:- (0,0(position),1,1(size)) the first 2 numbers are for position and 2nd numbers are for size.

Coloring shapes

- Every shape has two elements that can be colored stroke and fill.
- stroke is the border of the shape, and fill is the color inside the shape.
- Example :- Fill("Green");
          Stroke("Green")

If you don't want your shapes to have a stroke or fill you can use no stroke() or no fill() commands.

- Order of commands matters a lot you need to change the color of your stroke or fill before you draw the shape.
  Other commands to fill
  ->no fill ();
   ->stroke weight(size);
  ->no stroke ();
   ->ellipse (x,y,z,w,h);
  ->fill("color");
   ->text (text,200,200,);
  ->stroke("color")
   ->rect(0,0,200,200);
  ->ellipse(x,y,w,h)

- **Bug**: A flaw or error in a program that causes it to behave unexpectedly or incorrectly.

- **Debugging**: The process of identifying, isolating, and fixing bugs within a program to ensure it runs smoothly.

- **Program**: A set of instructions or an algorithm that has been written in a programming language and can be executed by a computer