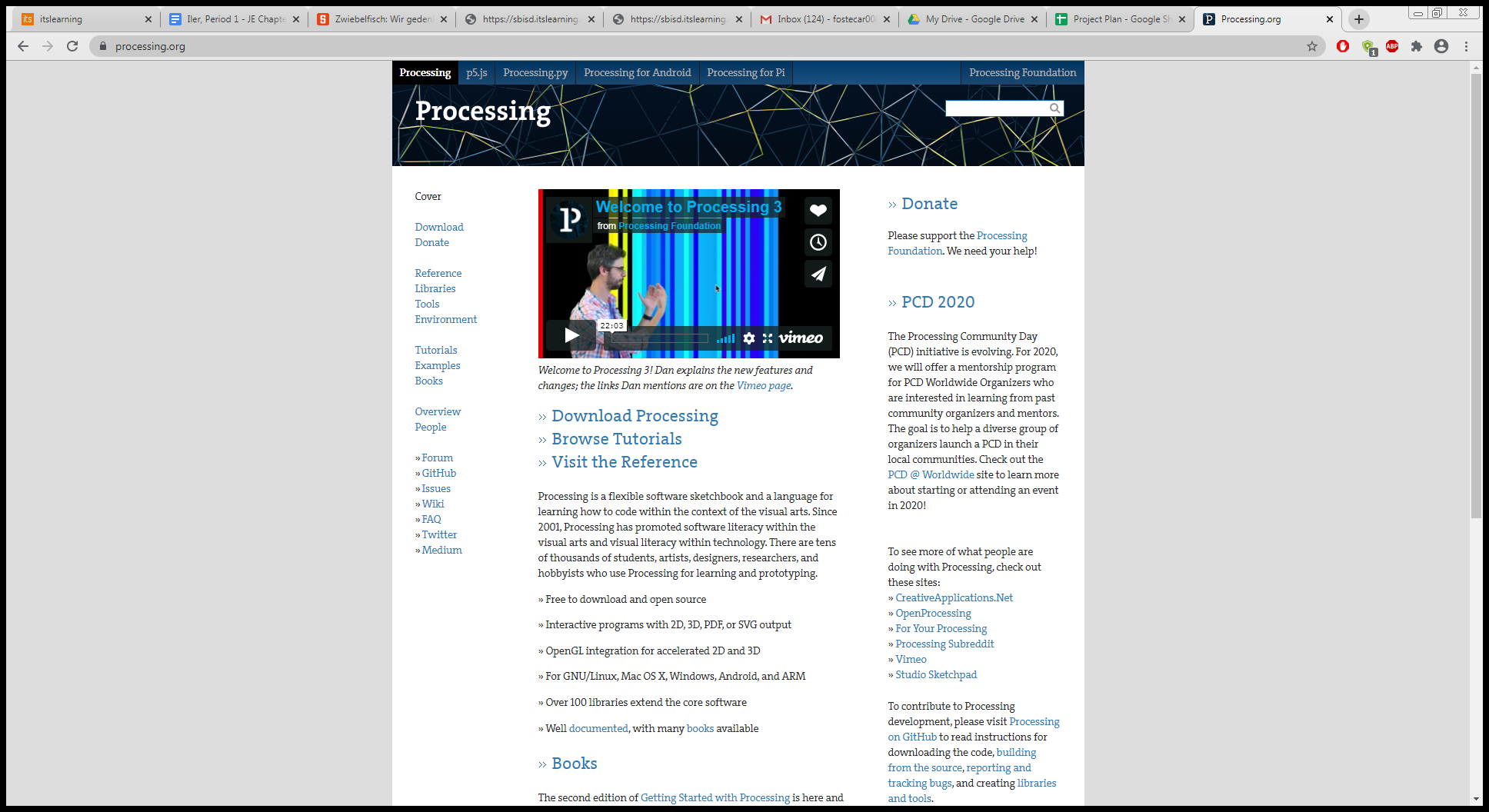
**Installation and Introduction to Processing**

**Carson Foster**

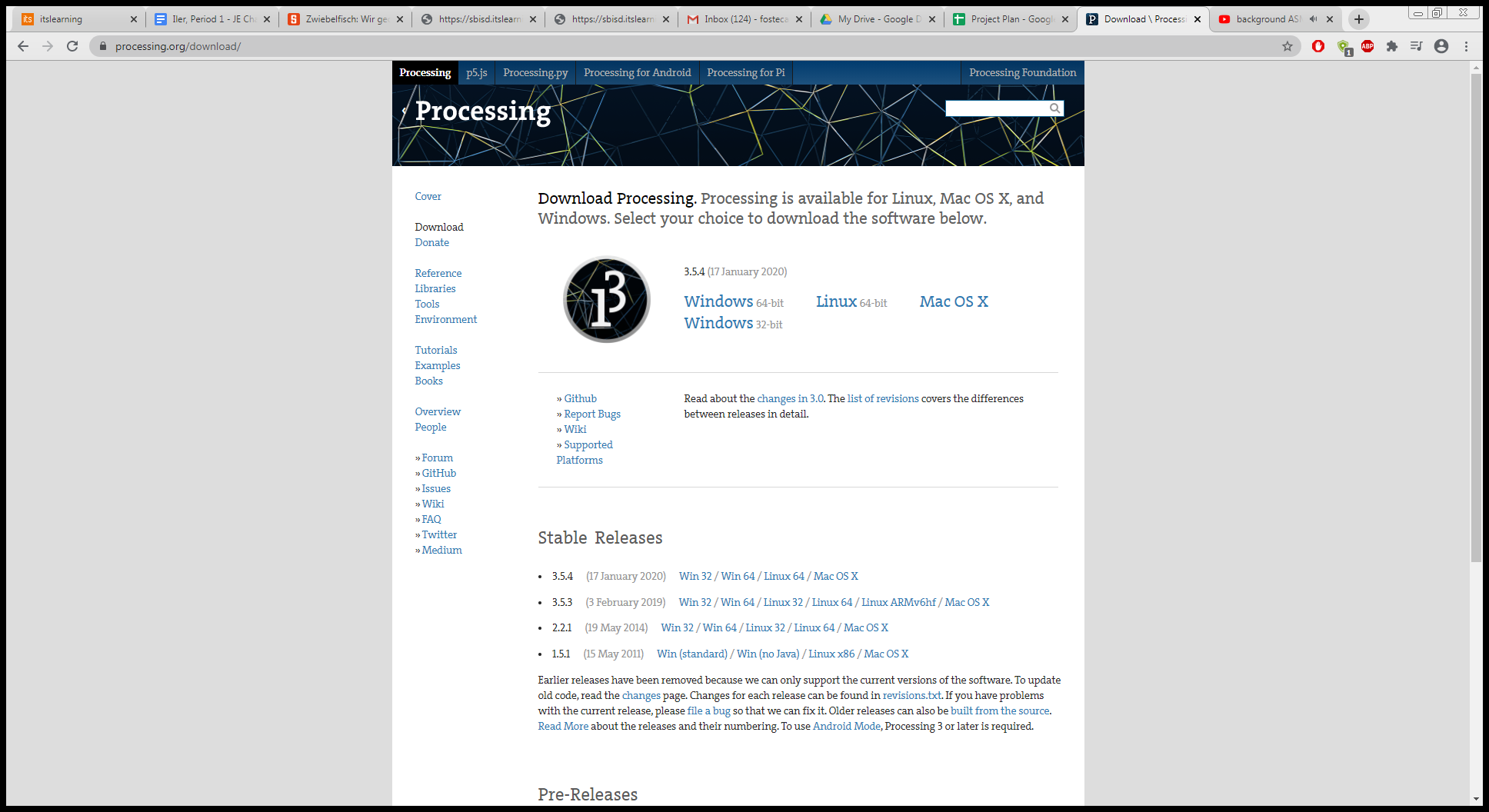
This lesson will cover both an introduction to Processing and how to install the development environment that we will be using.

**Installation**

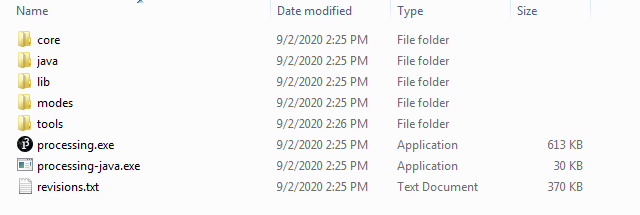
1. Visit <https://processing.org/>
2. Click on “Download Processing”



1. Download the correct version of Processing for your machine.



1. On your machine, extract the archive file you downloaded in step 3. On Windows and Mac, the archive is a .zip file. For Linux, the archive is a .tar.gz file.



1. That’s it. Processing has been ‘installed’ to your machine! There is no formal installer, so just run the executable you extracted to start the Processing Development Environment.

**Introduction**

Processing is designed to be a simple-to-use language that focuses on graphics and animation. At first, it was just an extension to Java, but now it has differentiated itself from its former parent language. Despite this, it is very similar to Java and can be integrated with Java libraries and files.

This series is designed for programmers with Java knowledge already. I’ll focus on Processing-specific methods and properties, and I’ll note differences from Java when applicable.

Alright, enough introduction, let’s write your first Processing program!



Boom, that’s it. Seem familiar? That’s because it’s the main code of the first Java program you wrote. With Processing, you don’t need to write any of the “boilerplate” code before you can hop into the main section of code. This program prints the string “Hello world” to the console. In fact, with Processing, we can condense this program even more, like so:



This does the exact same thing as the above program, but with fewer characters. Now, we’ll look at a program that has a similar effect, but is much longer. Let’s hop in!

