1. P5 is a javaScript library with the goal of processing, that also is able to make coding accessible for artists, designers, educators, and beginners, and reinterprets this for todays web. What makes P5 distinguished is its visual programming ability.
2. IDE stands for integrated development environment. IDE consist of a source code editor, a compiler/interpreter, and a debugger.
3. In order to save a file in P5 go to file, click save, then download the file. Once you download the file, open it up and it should be removed from zip and be saved.
4. J5 library is a bunch of Javascript code that can be used in javascript.
5. The triangle and circle shape represent the start and stop button of playing your script.
6. You can name your script in editor,p5 clicking right next to auto refresh then after saving it going to to file and clicking save.
7. The coordinate system in P5 is set up the X axis( horizontal across top of computer screen) and the Y axis going down on the left hand side of computer screen vertically. Similar to a 4th Quadrant in a graph but intevals are all positive. The canvas is usually at a default of 400 by 400 as well.

{line(400,300,200,100)

}

1. function setup() {

createCanvas(400, 400);

}

function draw() {

background(220);

1. when a word is highlighted in a color that means it has a specifc meaning and program in javascript.
2. Javascript
3. Order matters in P5 because certain script wouldn’t be eligible to run without it. Example if I filled my rectangle after instead of before, the script wouldn’t catch the fill for the rectangle.
4. function setup() {
5. 2
6. **createCanvas**(400, 400);
7. 3
8. }
9. 4
10. ​
11. 5
12. function draw() {
13. 6
14. **background**(220);
15. 7
16. **fill**(220,0,0)
17. 8
18. **rect**(200,300,100,50)
19. 9
20. }

13. MousePressed() allows placement of a Boolean to be placed inside the ()

14.CreativeCanvas

15. function setup() {

2

**createCanvas**(400, 400);

3

}

4

​

5

function draw() {

6

**background**(220);// The background is grey

7

**fill**(220,0,0)

8

**rect**(200,300,100,50)

9

}

function setup() {

2

**createCanvas**(400, 400);

3

}

4

​

5

function draw() {

6

**background**(220);

7

// The background is grey

8

//No colorful stroke so it doesnt take away from the shape

9

//canvas is set at defult scale

10

**fill**(220,0,0)

11

**rect**(200,300,100,50)

12

}

16.white space does not matter but capitalization does17. function setup() {

2

**createCanvas**(400, 400);

3

}

4

​

5

function draw() {

6

**background**(220);

7

8

9

10

11

12

13

// The background is grey

14

//No colorful stroke so it doesnt take away from the shape

15

//canvas is set at defult scale

16

**fill**(220,0,0)

17

**rect**(200,300,100,50)

18

}

17. A variable is use for storing values. Data type is essientally the type of data your variable will b carrying. A value is a # that’s put in the variable

18. A system Variable is a variable that is already in P% while a custom Variable is assigning a specific value to that variable you created.

System Variable :If (mouseX >200) {

Fill(200,0,0)

}

Custom Variable: Let CircX = {

X: 20,

Y:10,

H: 10,

W: 10

}

19. Scope essientially allows you to access Variable from anywhere in your code

20. To declare and initialize a variable it means to give a variable a value for the script of code and to initialize it is using that variable throughout it

let x = 50

function setup() {

createCanvas(400, 400);

}

function draw() {

background(220);

fill(220,0,0)

rect(x,300,100,50)

if (mouseX > 200){

fill(0,220,0)

}

}

21.

22.

23.

24.

25. Boolean data type is a true or false statement that allows you to create a rule

26. Boolean. Null, number

27. let x = 50

function setup() {

createCanvas(400, 400);

}

function draw() {

background(220);

fill(220,0,0)

rect(x,300,100,50)

x = x + 5

}

1. let x = 50

2

function setup() {

3

**createCanvas**(400, 400);

4

}

5

​

6

function draw() {

7

**background**(220);

8

9

10

**fill**(220,0,0)

11

**rect**(x,300,100,50)

12

​

13

x = x -5

14

15

}

16

x = x + 5

1. logical operators are can be used to assign rules for values\
2. An if statement is a conditional statement that pending if its true or false will perform a specific function

33. Only 1 if function setup() {

2

**createCanvas**(400, 400);

3

}

4

​

5

function draw() {

6

**background**(220);

7

**ellipse**(200,100,10,10)

8

if (mouseX>200) {

9

**fill**(200)

10

} else{ ( mouseX >300)} {

11

**rect**(200,100,50,20)

12

}

13

}

34. The difference between consecutive if statements and else statements is that If can only be used once while else is only used once pending which statement is true first

35.

36.37.

38.A function is a unit of reusable code, which can be invoke or “called” many times, possibly with different input values.

40. The keyword function means structure

41.

42

43

44: function is called by its value while a method can be called and still pass it

45: Parameter is a variable in the decleration of function while argument is the actual value of this variable that gets passed to function.

46:The () indicates no value

47: If you called an undefined function the script will not run

48:If you do not call a defined function the script will not run

49:Functions are useful for keeping coding not only organized but allowing to get more specific with what you want to do

50. Object is considered to be a collection of properties

51. Data type like an array

52. Objects can be useful for finding the value of numbers, text strings, arrays, other objects, and functions, which can enable the building of complex and dynamic structure.

53.

54:

55:

56: A constructor is used to create an object with some values or can be a default/empty constructor

57:

58

59: An array is a list of data. Each piece of data in an array is identified by an index number representing its position in the array.

60.