**Common Arcade Library Functions**

**Overview**

The following documents some of the common Arcade library functions that may come in handy for your projects. You are encouraged to refer back to the library's [documentation](http://arcade.academy/) for a more complete list.

To use any of the functions from the arcade library you will need to import it:

import arcade

**Drawing**

Here is an example that draws a solid (filled) circle:

# This code puts the circle at the position: x = 50, y = 100

# It has a radius of 20, and is green.

arcade.draw\_circle\_Filled(50,100,20, arcade.color.GREEN)

And here is an example that draws a solid (filled) rectangle:

# This code creates a rectangle with a center at: x = 25, y = 50.

# It has a width of 30 and a height of 15, and is black.

arcade.draw\_rectangle\_filled(25,50,30,15,arcade.color.BLACK)

**Colors**

You may have noticed that there is a list of predefined colors you can use for drawing. To use one of the colors from the list, you reference it by specifying **arcade.color** before the name of the color as follows:

arcade.color.CHERRY\_BLOSSOM\_PINK