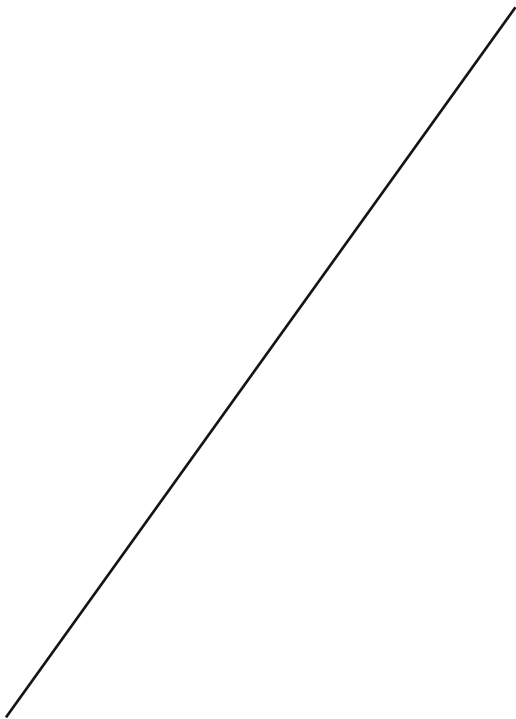


Drawing lines



Learn how to draw lines with processing.



Drawing lines



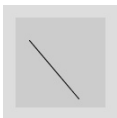
The code

```
line(15, 25, 70, 90);
```

Type the code and press the "Run" button.



Processing will draw a black line from coordinate (15, 25) to (70, 90). The (0, 0) coordinate is the upper left-hand corner of the display window.



Try it out

You can change the size of the render window...

```
size(400, 400);
```

... or change the background colors...

```
background(192, 64, 0);
```

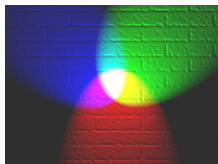
... or the line colors...

```
stroke(64, 0, 192);
```

Colors are defined as they red, green and blue components.

0 will and 255 the full color. You can try different combinations of r, g and b:

- (0, 0, 0) is black;
- (255, 255, 255) is white;
- (255, 0, 0) is red;
- (0, 255, 0) is green and
- (0, 0, 255) is blue.



Of course, you can also change the thickness of the line...

```
stroke(255);
```

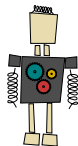
```
line(150, 25, 270, 350);
```

and draw many lines!

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Coderdojo Zürich, Ale Rimoldi.

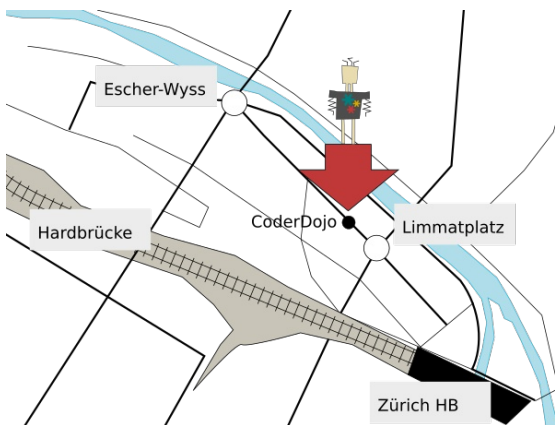
Based on Casey Reas and Ben Fry's work.



CoderDojo
Zürich

CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

Das CoderDojo fördert das selbständige Lernen durch Projektarbeit, die gegenseitige Hilfe und die Erstellung von innovativen Projekten.



Jeden Sonntag, 15:00 - 17:00 @ Liip

Limmatstrasse 183

8048 Zürich

<http://coderdojzh.github.io/>