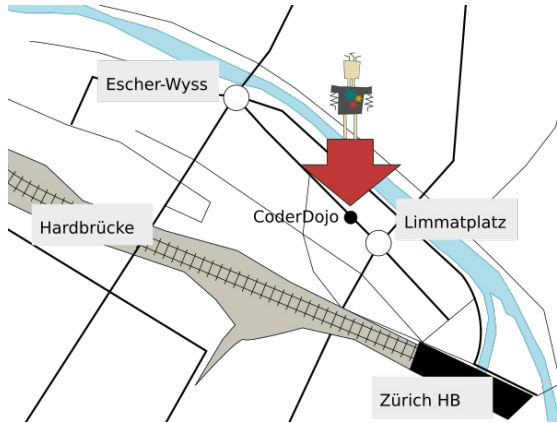


CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

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



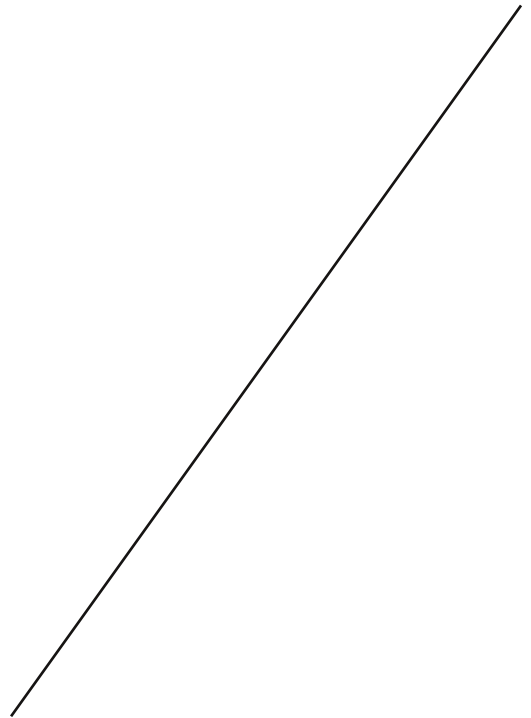
Jeden Sonntag, 15:00 - 17:00 @ Liip

Limmatstrasse 183  
8048 Zürich  
<http://coderdojzh.github.io/>

# Drawing lines



Learn how to draw lines with processing.



## Drawing lines



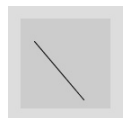
### The code

```
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...

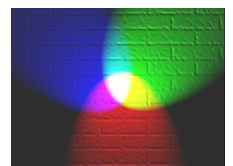
```
stroke(64, 0, 192);
```

### Try it out

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...

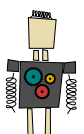
```
stroke(255);
```

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

and draw many lines!

Creative Commons License CC-BY-SA,  
Coderdojo Zürich, Ale Rimoldi.

Based on Casey Reas and Ben Fry's work.



CoderDojo  
Zürich