



Playing with Data

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Some commands to get started:

Color

background(255, 204, 0);
fills canvas with (R,G,B) value

fill(255, 204, 0);
fill shapes using (R,G,B) value

noFill();
make shapes transparent

Text

text("Hello!", 50, 70);
Place text at (50, 70)

textSize(25);
Set font size (in pixels)

Variables

let x = 10;
console.log('The value of x is ' + x);
Print "The value of x is 10" in the console

let val = 0.3;
let m = map(val, 0, 1, 0, 50);
console.log(m);
Re-map a number from one range to another. Here 0.3 is mapped from its initial range 0 to 1 into a new range from 0 to 50

Outlines

stroke(255, 204, 100);
set outline with (R,G,B) value

strokeWeight(5);
set outline thickness (in pixels)

noStroke();
disable outlines

Shapes

rect(30, 20, 55, 55);
Draw a rectangle at (30, 20) with a width and height of 55

ellipse(56, 46, 55, 55);
Draw an ellipse at (56,46) with a width and height of 55

Data

let table;
function preload() {
 table = loadTable('assets/
 mammals.csv', 'csv', 'header');
}
Load a table & store in a variable

Explore more commands:

p5js.org/reference/

