p5.js

□□□□ □□

```
//
function setup(){
  createCanvas(800,600); //            ,
}

// setup
function draw(){
  //
}
```

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```
windowWidth / windowHeight
//        /

width / height
//        /

mouseX / mouseY
//          x/y
```

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```
print();
//

//                  (          )
```

□□

```
fill(120); //    : 0-255
fill(100,125,255); //r, g, b: 0-255
fill(255, 0, 0, 50); //r, g, b,    (   )
fill('red'); //
fill('#ccc'); // 3-digit  HEX
fill('#222222'); // 6-digit  HEX
color(0, 0, 255); // p5.Color
```

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```
+ - / *  //

random(low,high); //

map(value, in1, in2, out1, out2);
//     (value)              (in1),    (in2)
//       (out1),    (out2)
```

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```
line(x1, y1, x2, y2);

ellipse(x, y, width, height);

rect(x, y, width, height);

arc(x, y, width, height, start, stop);

beginShape();
  vertex(x1, y1);
  vertex(x2, y2);
  vertex(x3, y3);
  //            .
endShape(CLOSE);

text("string", x, y, boxwidth, boxheight);
```
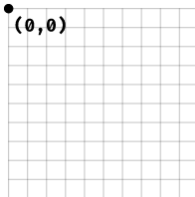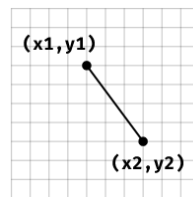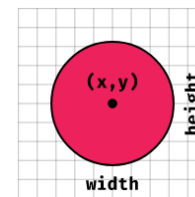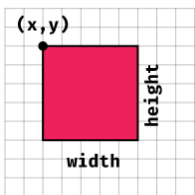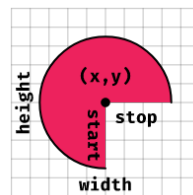
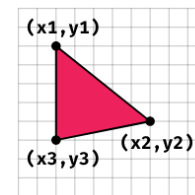## □□□ □□□

line()

ellipse()

rect()

arc()

vertex()

□□□

```
background(color);
//

fill(color);
//

noFill();
//

stroke(color);
//

strokeWeight(weight);
//

noStroke();
//

ellipseMode(MODE);
rectMode(MODE);
// CENTER,CORNER

textSize(pixels);
```

if/then logic

```
if(test){
  //
}

=== //     ?
!= //     ?
>  //     ?
<  //     ?
>= //        ?
<= //        ?
```