p5.js

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

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

□□□□□□

```
windowWidth / windowHeight
//          /

width / height
//         /

mouseX / mouseY
//  ①  (X ) /   (Y )①
```

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```
print(something);
//
```

□

```
fill(120); //         :0-255
fill(100,125,255); //r, g, b: 0-255
fill(255, 0, 0, 50); //r, g, b, alpha
fill('red'); //
fill('#ccc'); //3 ①Hex
fill('#222222'); //6 ①Hex
color(0, 0, 255); //p5.Color
```

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```
+ - / *

random(low,high);

map(value, in1, in2, out1, out2);
//     ①             ①
```

2D①□□□□□□□□□□

```
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);
  //     ①
endShape(CLOSE);

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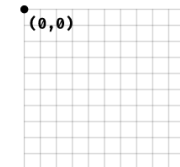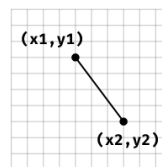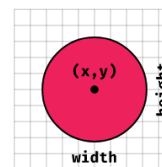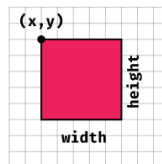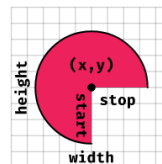
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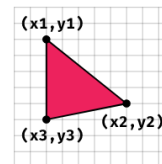## line()

ellipse()

rect()

arc()

vertex()

□□

```
background(color);
//

fill(color);
//

noFill();
//

stroke(color);
// ①

strokeWeight(weight);
// ①

noStroke();
//

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

textSize(pixels);
```

□□□□

```
if(test){
  //statements
}

===
!=
>
<
>=
<=
```