

p5.js

?????!

?????

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

???

```
windowWidth / windowHeight  
//  
  
width / height  
//  
  
mouseX / mouseY  
//
```

???

```
console.log(data);  
//  
  
//
```

??

```
fill(120); //gray( ): 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 Hex  
fill('#222222'); //6 Hex  
color(0, 0, 255); //p5.Color
```

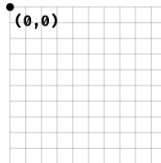
??

```
+ - / * //  
  
random(low,high); //  
  
map(value, in1, in2, out1, out2);  
//
```

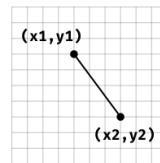
2d ?????

```
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);
```

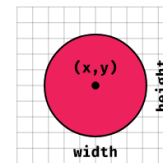
????



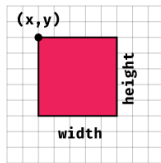
line() ??



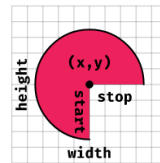
ellipse() ?



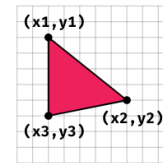
rect() ??



arc() ??



vertex() ??



??

```
background(color);  
//  
  
fill(color);  
//  
  
noFill();  
//  
  
stroke(color);  
//  
  
strokeWeight(weight);  
//  
  
noStroke();  
//  
  
ellipseMode(MODE);  
rectMode(MODE);  
//      CENTER      CORNER  
  
textSize(pixels);  
//
```

if/then ??

```
if(condition){  
  //  
}  
  
== //  
!= //  
> //  
< //  
>= //  
<= //  
|| //  
&& //
```

