

p5.js

?????!

?????

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

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

????

```
windowWidth / windowHeight
//

width / height
//

mouseX / mouseY
//      X      Y
```

????

```
print();
//

//
```

??

```
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
fill('#222222'); //6
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);

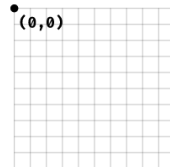
rect(x, y, width, height);

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

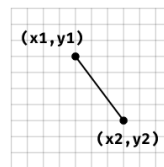
beginShape();
  vertex(x1, y1);
  vertex(x2, y2);
  vertex(x3, y3);
//
endShape(CLOSE);

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

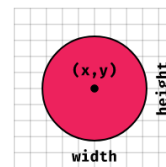
????



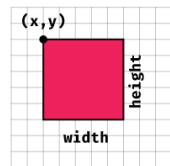
line() ??



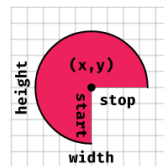
ellipse() ?



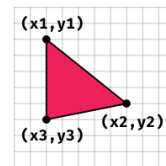
rect() ??



arc() ??



vertex() ??



??

```
background(color);
//

fill(color);
//

noFill();
//

stroke(color);
//

strokeWeight(weight);
//

noStroke();
//

ellipseMode(MODE);
rectMode(MODE);
//

textSize(pixels);
//
```

if/then ??

```
if( ){
  //
}

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

