

- category
- instance variables
- scripts
- basic
- color & border
- geometry
- motion
- pen use
- tests
- layout
- drag & drop
- scripting
- observation
- miscellaneous
- graphics

- add a new instance variable
- add a new script
- grab me
- reveal me
- tile representing me
- more...

To access the viewer menu

To see the viewer

Name of the sketch.
Click on it to edit it.

Method Category. Click on it to select another one

A Method or Script.
Click on ! to execute it.

Variables of the sketch

To get the value of a variable
in a script (getter)

The value of a variable.
You can change it
directly by clicking on it
or use the triangles

To change the value of
a variable in a script, grab
the green arrow (setter)

The screenshot shows the 'Sketch' window in the Processing IDE. At the top, there's a toolbar with icons for creating a new sketch, opening a sketch, saving, and running. Below the toolbar, the 'Sketch' window is divided into two main sections: 'basic' and 'tests'. The 'basic' section contains several methods, each with a yellow exclamation mark icon for execution. These methods are 'Sketch make sound' (with a 'croak' value), 'Sketch forward by' (with a '5' value), and 'Sketch turn by' (with a '5' value). Below these methods are three instance variables: 'Sketch's x' (value 740), 'Sketch's y' (value 368), and 'Sketch's heading' (value 0). Each variable has a green arrow icon next to its value, which is used to change the value. The 'tests' section is also visible, containing methods like 'Sketch's color sees', 'Sketch's isUnderMouse' (value false), 'Sketch's obtrudes' (value false), and 'Sketch's touchesA Sketch'.