

# Introduction to Programming in Processing

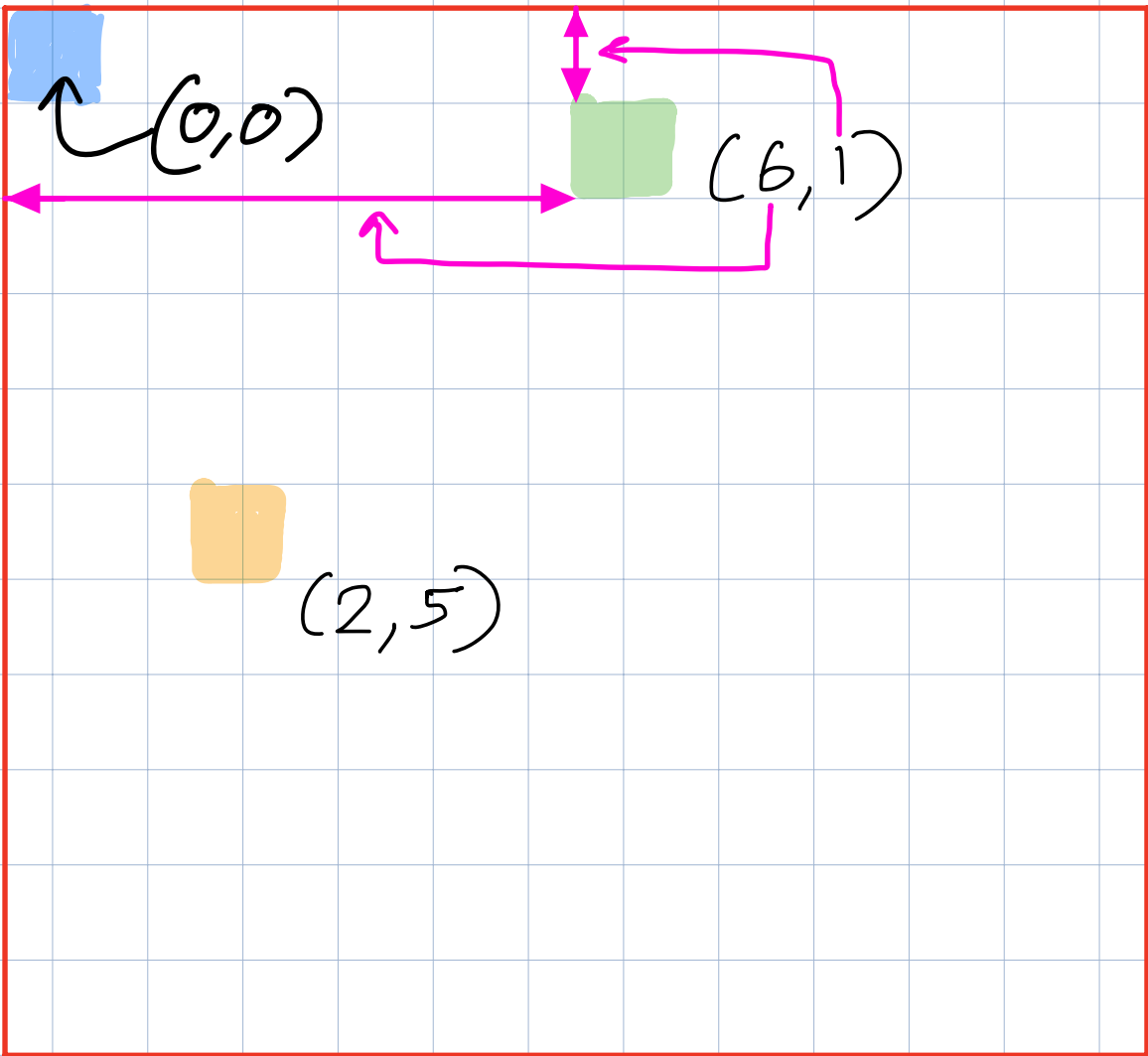
Download Processing 4.2  
from  
<http://processing.org/download>

On Windows, right click  
downloaded zip file, and  
choose “extract all”. Open  
processing.exe.

On MacOS, double-click  
downloaded dmg file and move  
Processing to Applications.  
Open processing from  
applications.

# COORDINATE

How far to the **RIGHT**  $(x, y)$  How far **DOWN**



0,0 1,0 2,0 3,0 . . .

0,1 1,1 2,1 . .

0,2 1,2 . . . A

0,3 . . B .

. . .

. C

.

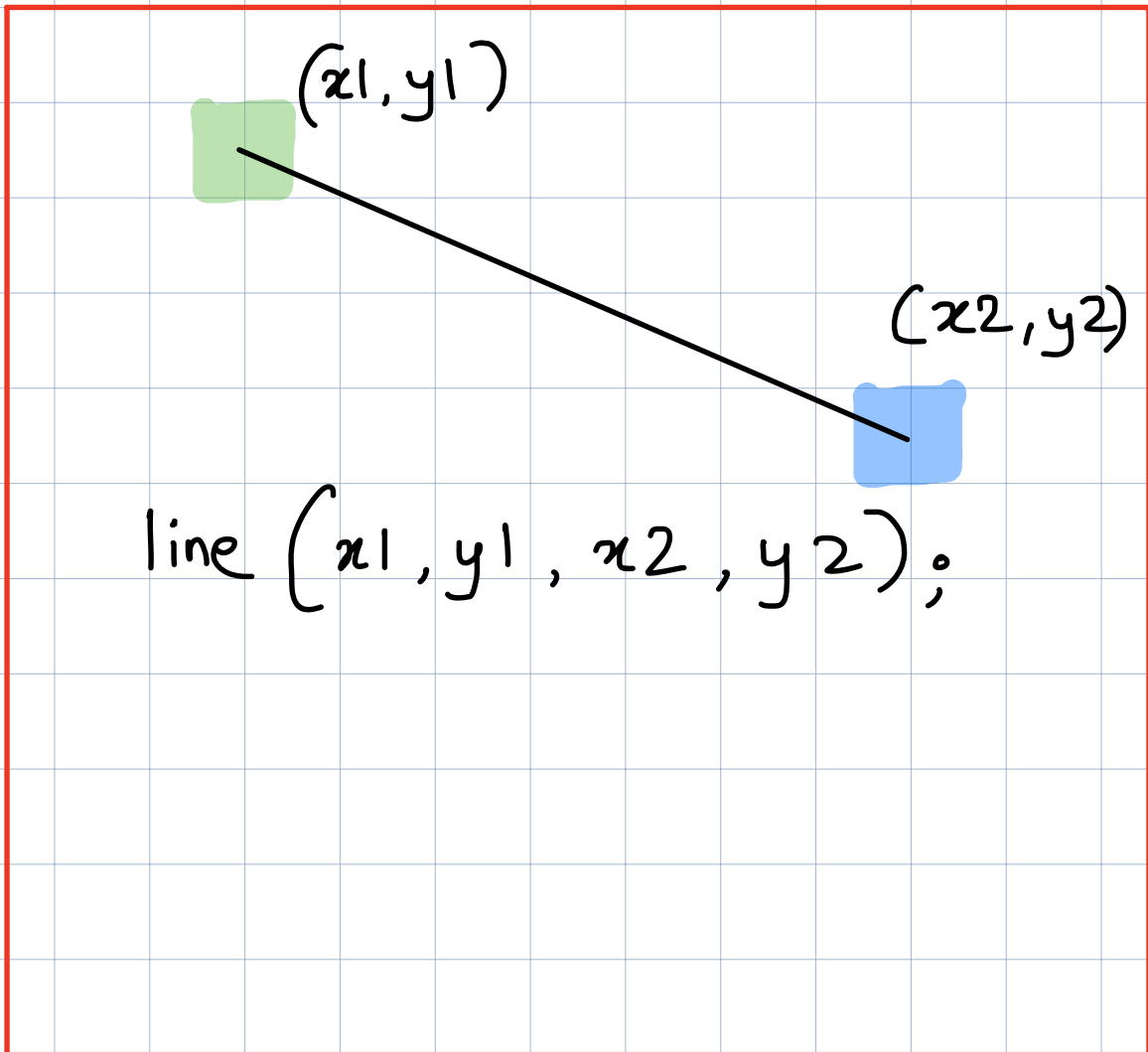
$(x, y)$



`point(x, y);`

Examples: `point(10, 70);`  
`point(20, 90);`

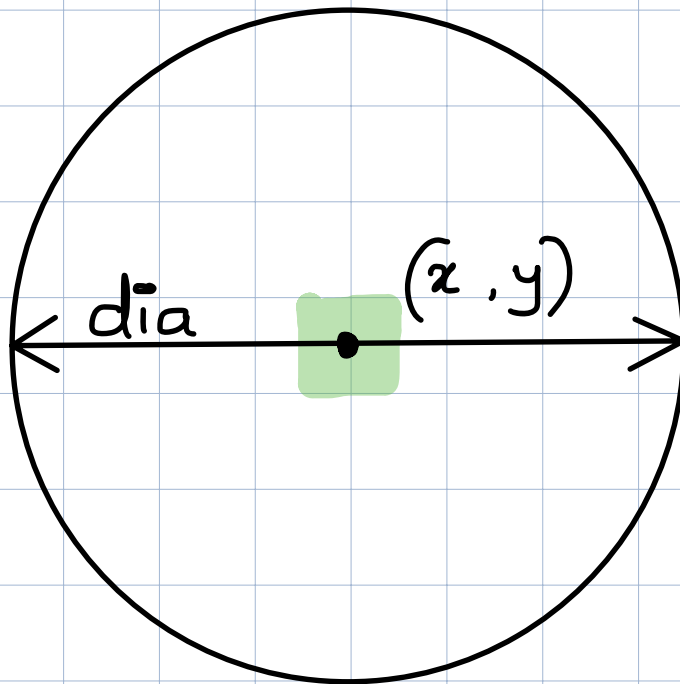
# LINE



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

Examples : `line (10, 70, 20, 90);`  
`line (50, 10, 90, 10);`

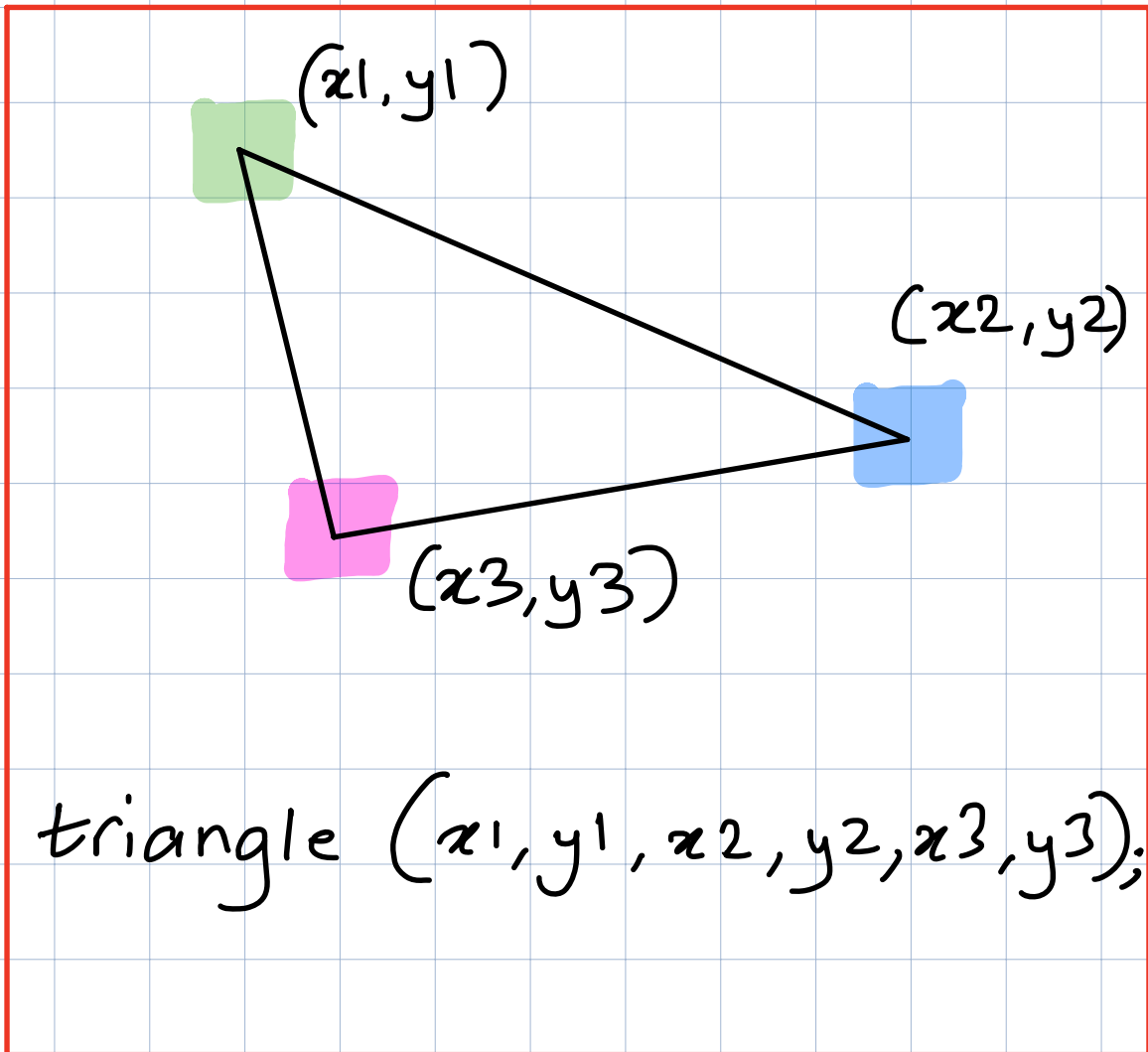
# CIRCLE



`circle(x, y, dia);`

Examples : `circle(10, 70, 20);`  
`circle(60, 70, 40);`

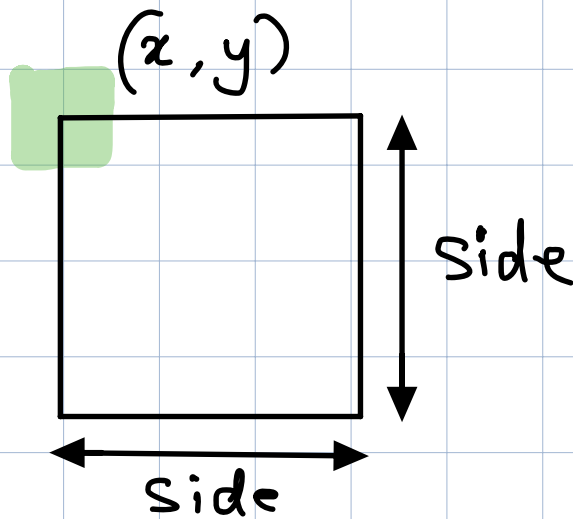
# TRIANGLE



Examples : triangle (10, 70, 20, 90, 30, 80);  
triangle (30, 10, 40, 10, 50, 90);



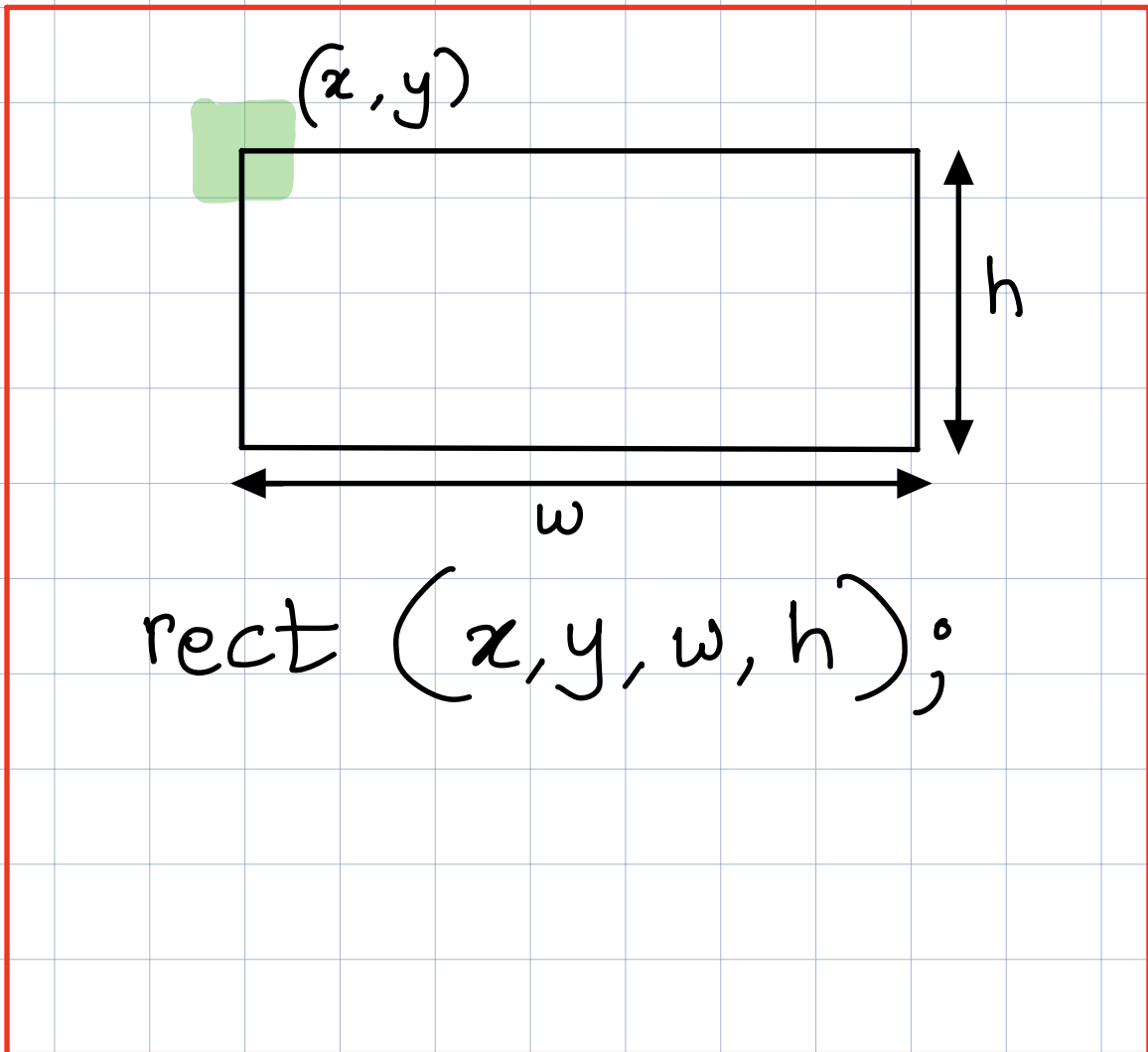
# SQUARE



`Square(x, y, side);`

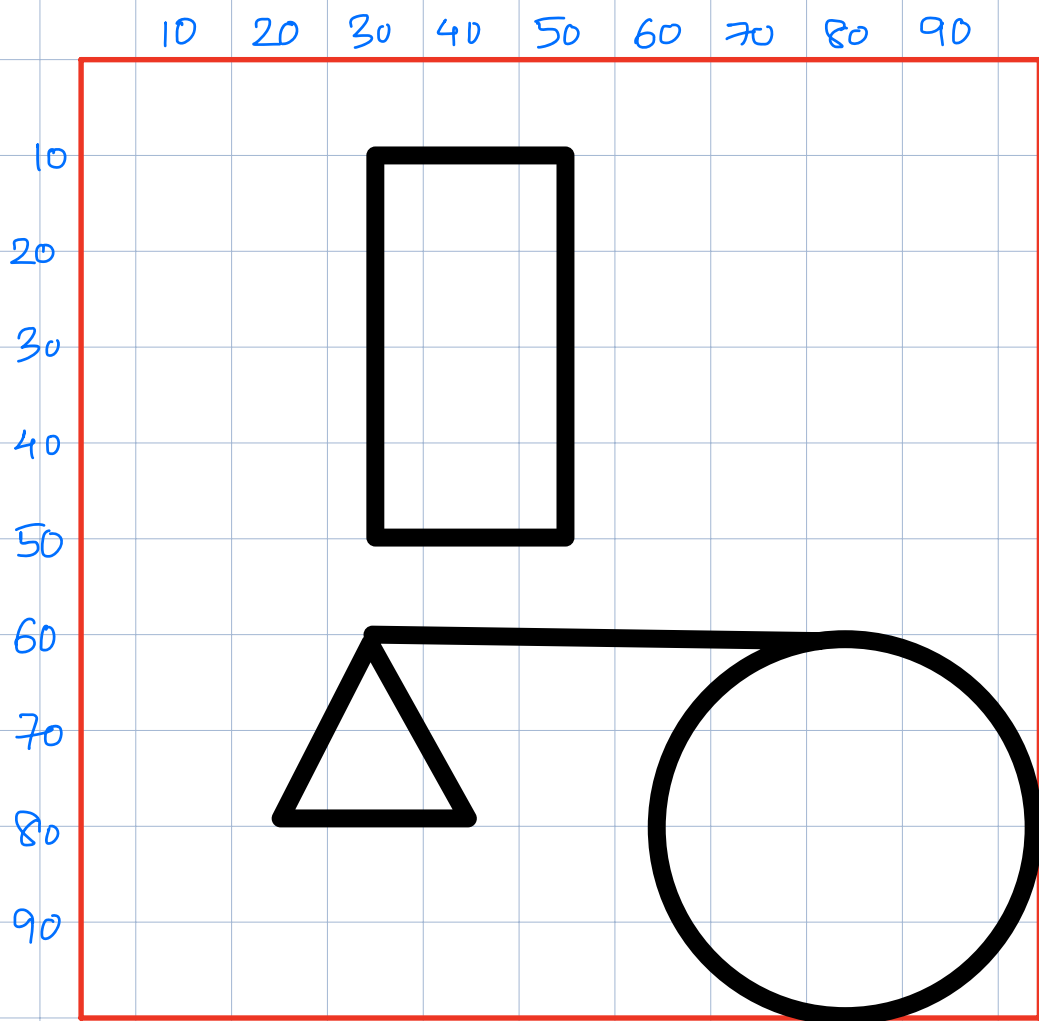
Examples : `Square(30, 10, 40);`  
`square(50, 20, 30);`

# RECTANGLE



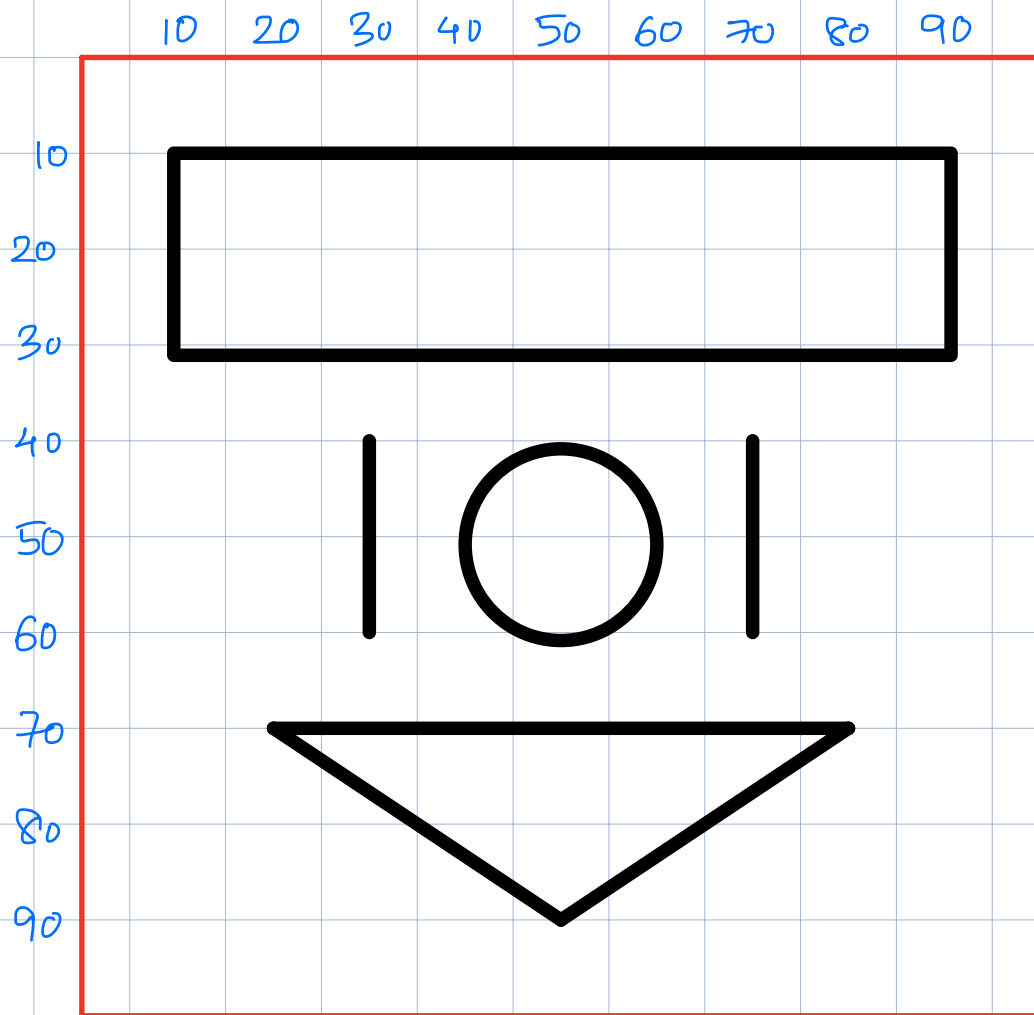
Examples : `rect(30, 10, 40, 20);`  
`rect(50, 20, 30, 60);`

# EXAMPLE



rect (30, 10, 50, 40);  
line (30, 60, 80, 60);  
triangle (30, 60, 40, 80, 50, 80);  
circle (80, 80, 40);

# Today's homework



# NEXT TIME...

strokeWeight (<thickness>);

CAPITAL →

strokeWeight(4);

strokeWeight(2);

fill (<color>);

stroke (<color>);

Colors: R , G , B  
(each 0 - 255)

fill (120, 40, 0);

fill (0, 0, 255);

fill (50, 50, 50);