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## Examples

#### Structure

Comments/Statements

Coordinates

Width/Height

Setup/Draw

No Loop

Loop

Redraw

**Functions** 

Recursion

**Create Graphics** 

#### Form

Points/Lines

**Shape Primitives** 

Pie Chart

Regular Polygon

Star

Triangle Strip

Bezier

3D Primitives

Trig Wheels/Pie Chart

#### Data

Variables

True/False

Variable Scope

Numbers

#### Arrays

Array

Array 2D

**Array Objects** 

Walk Over 2dArray

#### Control

Iteration

**Embedded Iteration** 

Conditionals 1

Conditionals 2

**Logical Operators** 

Logical Operators 2

**Conditional Shapes** 

2/10

#### **Image**

Load/Display Image

**Background Image** 

Transparency

Alpha Mask

Create Image

Pointillism

Blur

**Edge Detection** 

Brightness

Convolution

Copy() method

#### Color

Hue

Saturation

**Brightness** 

Color Variables

Relativity

Linear Gradient

**Radial Gradient** 

Lerp Color

#### Math

**Increment Decrement** 

**Operator Precedence** 

Distance 1D

Distance 2D

Sine

Sine Cosine

Sine Wave

Additive Wave

PolarToCartesian

Arctangent

**Linear Interpolation** 

Double Random

Random

Noise1D

Noise Wave

Noise2D

Noise3D

**Random Chords** 

Random Gaussian

Map

**Graphing 2D Equations** 

Parametric Equations

#### Simulate

Forces

Particle System

Flocking

Wolfram CA

Game of Life

Multiple Particle Systems

Spirograph

L-Systems

Spring

**Springs** 

Soft Body

**SmokeParticles** 

**Brownian Motion** 

Chain

Snowflakes

Penrose Tiles

Recursive Tree

The Mandelbrot Set

**Koch Curve** 

**Bubble Sort** 

**Stepping Feet Illusion** 

**Particles** 

Quicksort

#### Interaction

Tickle

Weight Line

Follow 1

Follow 2

Follow 3

Snake game

Wavemaker

Reach 1

Reach 2

Reach 3

## Arduino sensor data via WebJack Kaleidoscope

## Objects

**Objects** 

Multiple Objects

Array of Objects

Objects 2

Inheritance

**Composite Objects** 

## Lights

Directional

Mixture

#### Motion

Non Orthogonal Reflection

Linear

Bounce

**Bouncy Bubbles** 

**Brownian Motion** 

Morph

Circle Collision

Moving On Curves

#### Instance Mode

https://p5js.org/examples/

Instantiation

**Instance Container** 

Car Instances

#### DOM

Input/Button

Slider

Modifying the DOM

Video

Video Canvas

Video Pixels

Video Capture

Drop

**DOM Form Elements** 

## Drawing

**Continous Lines** 

**Patterns** 

Pulses

#### Transform

**Translate** 

Scale

Rotate

Arm

## Typography

Letters

Words

**Text Rotation** 

#### 3D

Geometries

Sine Cosine in 3D

Multiple Lights

Materials

**Textures** 

**Ray Casting** 

**Orbit Control** 

**Basic Shader** 

Shader as a Texture

Passing Shader Uniforms

Shader Using Webcam

## Input

Clock

Constrain

Easing

Keyboard

Milliseconds

Mouse 1D

Mouse 2D

**Mouse Functions** 

Mouse Signals

**Mouse Press** 

## Rollover Storing Input

#### Advanced Data

Load Saved JSON Load Saved Table

#### Sound

Load/Play Sound

Preload SoundFile

soundFormats

Play Mode

Pan Sound

Sound Effect

Playback Rate

Measuring Amplitude

Noise Drum Envelope

Note Envelope

Oscillator Frequency

Mic Input

Frequency Spectrum

Mic Threshold

Filter LowPass

Filter BandPass

Delay

Reverb

Convolution Reverb

Record Save Audio

# Frequency Modulation Amplitude Modulation

#### Mobile

Acceleration Ball Bounce Simple Draw Acceleration Color Shake Ball Bounce Tilted 3D Box

## Hello p5

Simple Shapes

Interactivity 1

Interactivity 2

Animation

Flocking

Weather

Drawing

Song

p5.js is currently led by Qianqian Ye and evelyn masso and was created by Lauren Lee McCarthy. p5.js is developed by a community of collaborators, with support from the Processing Foundation and NYU ITP. Identity and graphic design by Jerel Johnson. © Info.

https://p5js.org/examples/