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17 ##### P1
18 # Using Framer, we create and modify visuals by creating layer objects and setting their preproperties
19 # Framer takes care of making the visuals correspond to our layer data.
20
21 # Create two layers
22 box = new Layer()
23 box2 = new Layer()
24
25 # Layers can be positioned by setting their x and y properties.
26 box2.x = 100
27 box2.y = 200
28
29 # Note: The coordinate 0,0 is in the top left corner,
30 # with y positive going down and x positive going right.
31
32 # Layers can be sized by setting their width and height properties.
33 box2.width = 50
34 box2.height = 200
35
36 # Layers have a backgroundColor property.
37 # It can be set to a String that contains any valid CSS color value.
38 box.backgroundColor = "white"
39 box2.backgroundColor = "rgb(255,0,0)"
40
41 # Layer is a complex datatype or a kind of blueprint or symbol.
42 # When we make new layers we make new instances of Layer
43
44 # A full list of Layer properties can be found in FramerJS's documentation (cmd+D)
45
46 # Technical Note:
47 # You might wonder, but how are we getting visuals from object data exactly???
48 # When we create a new Layer, FramerJS creates a DIV element in the document.
49 # FramerJS then uses inline CSS style properties to control what the DIV looks like.
50 # It uses absolute positioning so that we can ignore normal flow (the default way elements are placed).
51 # When we modify a layer's properties FramerJS updates the inline css.
52 # In MOST cases we will never need to directly access the div element or css.
53 # If you need to, you CAN inject raw HTML by setting a layer's html property.
54 # e.g. myLayer.html = "<a href='google.com'>Link</a>"
```

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57 ##### P2
58 # We can set many of the layer instance's properties right when we
59 # create it by passing an object with the settings we'd like.
60 # Here is the very explicit version:
61
62  box = new Layer({x:100,y:100,backgroundColor:"black",width:10,height:10})
63
64 # The object here is called an initialization object, because it's data is used
65 # to setup or initialize the layer we're creating.
66
67
```

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68 ##### P3 [ Optional ]
69 # We can use a similar function shorthand when creating layers and omit the parenthesis.
70
71  box = new Layer {x:100,y:100,backgroundColor:"black",width:10,height:10}
72
73
```

```
74 ##### P4 [ Optional ]
75 # We can use object shorthand when creating layers
```

```
76
77  box = new Layer
78     ~ x:100
79     ~ y:100
80     ~ backgroundColor:"black"
81     ~ width:10
82     ~ height:10
```