

Creative Coding

Winter / Spring 2017

with Jason Mandel



Structure:

```
void setup() {  
  // lets break this down  
  // void defines the function  
  // then we call the name "setup"  
  // the curly braces are where we  
  // put our code  
}
```

```
void draw() {  
  rect(x, y, w, h);  
  // rect is the name of the function we're calling  
  // the ( ) where we put our info aka arguments  
  // these are telling the function how to be with  
  // the given information  
}
```

Cheat Sheet Reference:
processing.org

Functions:

`void setup() { }` - put your settings here

`void draw() { }` - put your code here

`line(x1, y1, x2, y2);` - starting x, y and
ending x, y

`rect(x, y, w, h);` - x y positions, w & h

`ellipse(x, y, w, h);` - x y positions, w & h

`fill(r, g, b);` - set colors

`stroke(r, g, b);` - sets border color

`strokeWeight(int);` - give a # for line size

`size(w, h);` - sets the canvas size

`background();` - choose bckgrnd color

`rectMode(CENTER);` - centers rect

`ellipseMode(CENTER);` - ditto

Variables & tricks:

`mouseX` - get mouse x pos

`mouseY` - get mouse y pos

`cmd + t` - cleanup code

`println("Mouse x pos: " + mouseX);`

`println("Mouse y pos: " + mouseY);`

`tweak mode.`