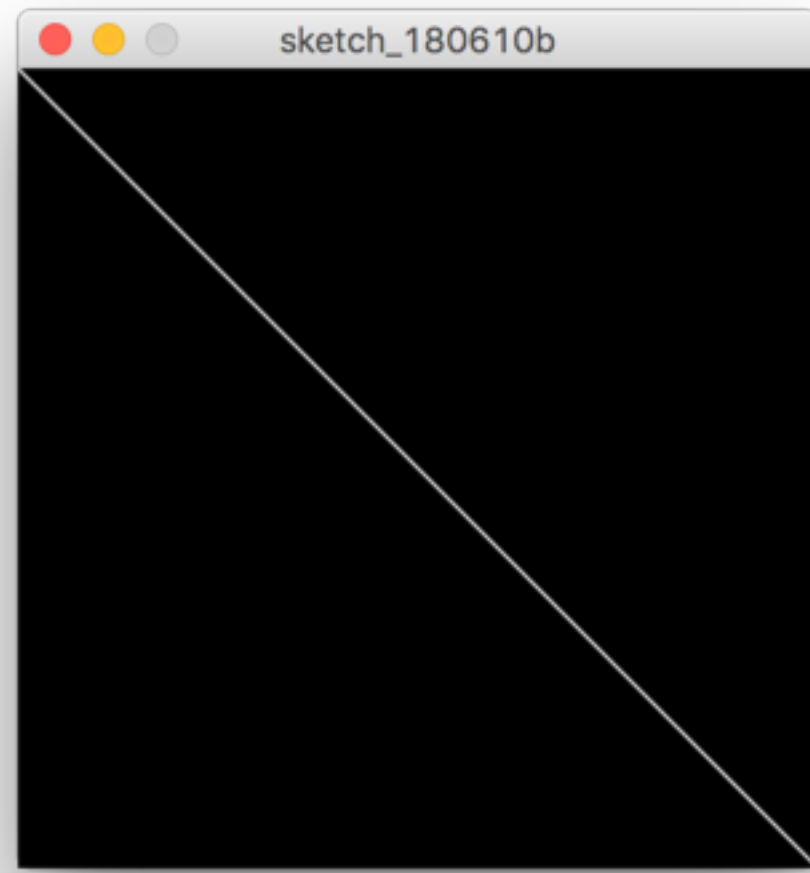


· $(2/3)$

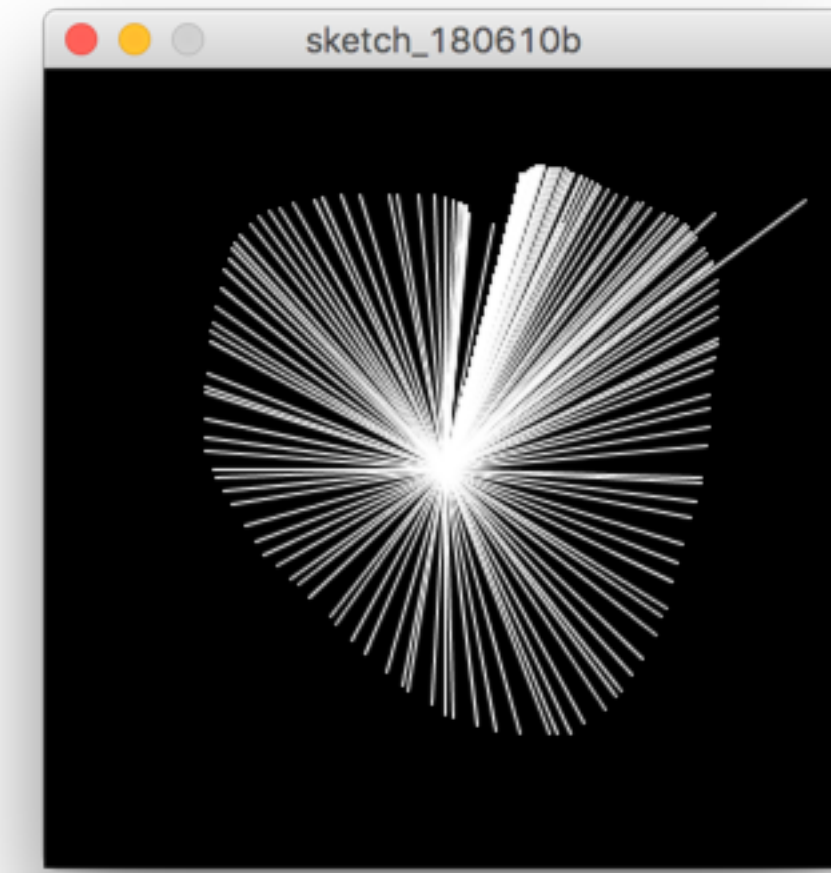
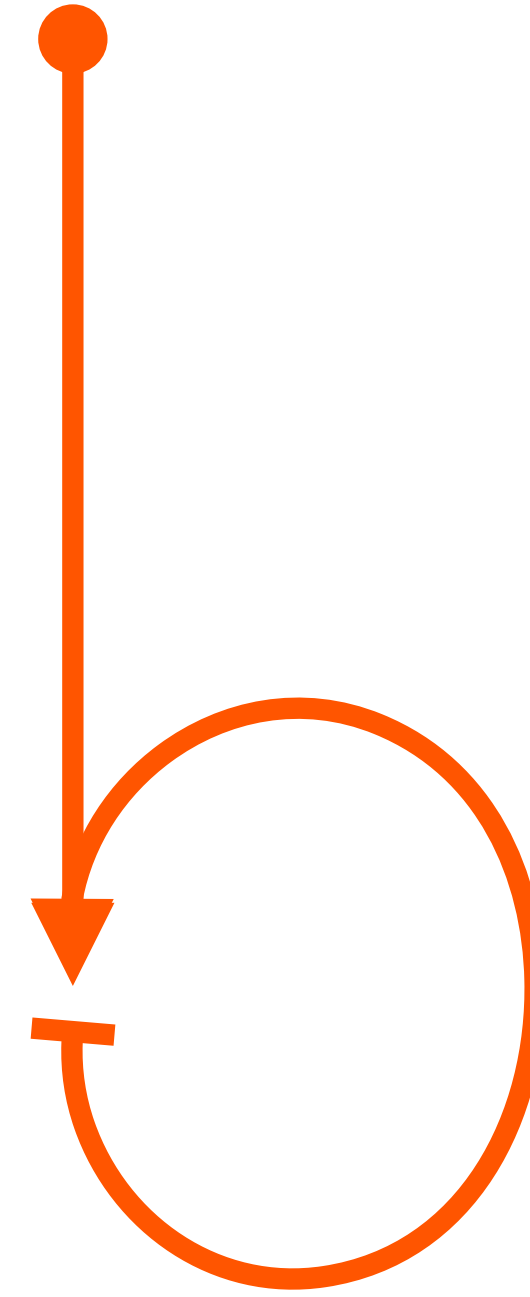
conProcessing

@hhsponder

Estructuras de un programa



```
size(300, 300);  
background(0);  
stroke(255);  
line(0, 0, width, height);
```



```
void setup() {  
  size(300, 300);  
  background(0);  
  stroke(255);  
}  
void draw() {  
  line(width/2, height/2, mouseX, mouseY);  
}
```

Programación Creativa · (2/3)

con Processing

@hspencer