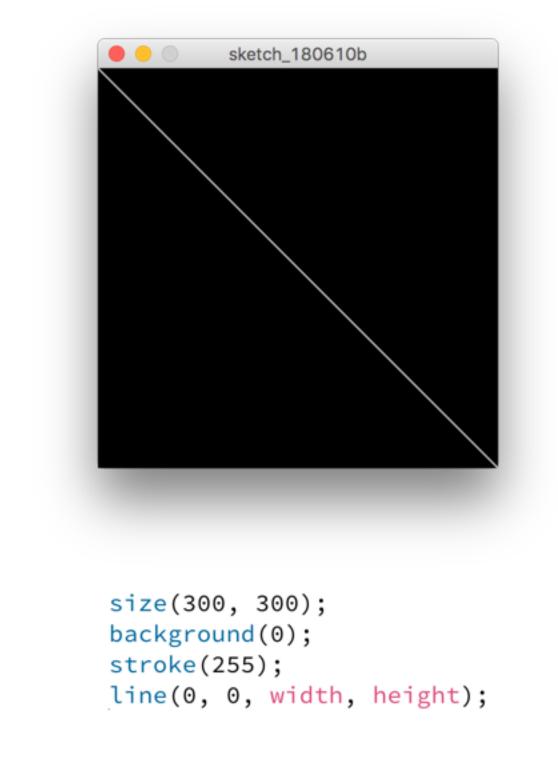
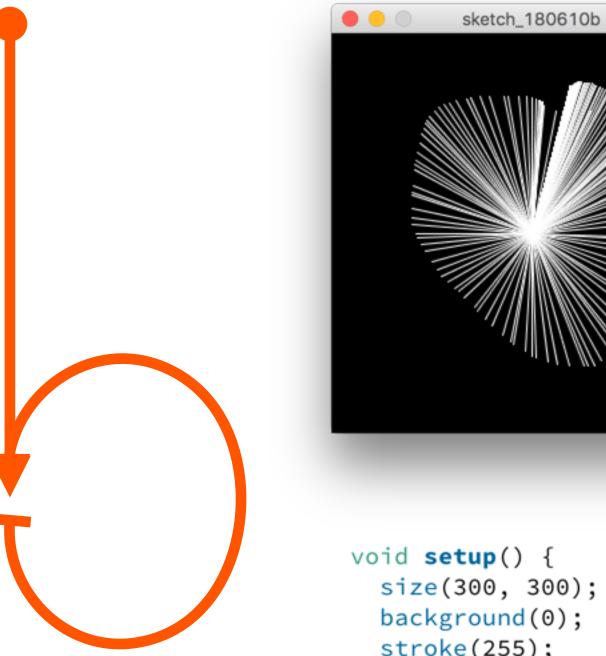


con Processing

@hspencer

Estructuras de un programa





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

Programación Creativa (2/3)

con Processing