

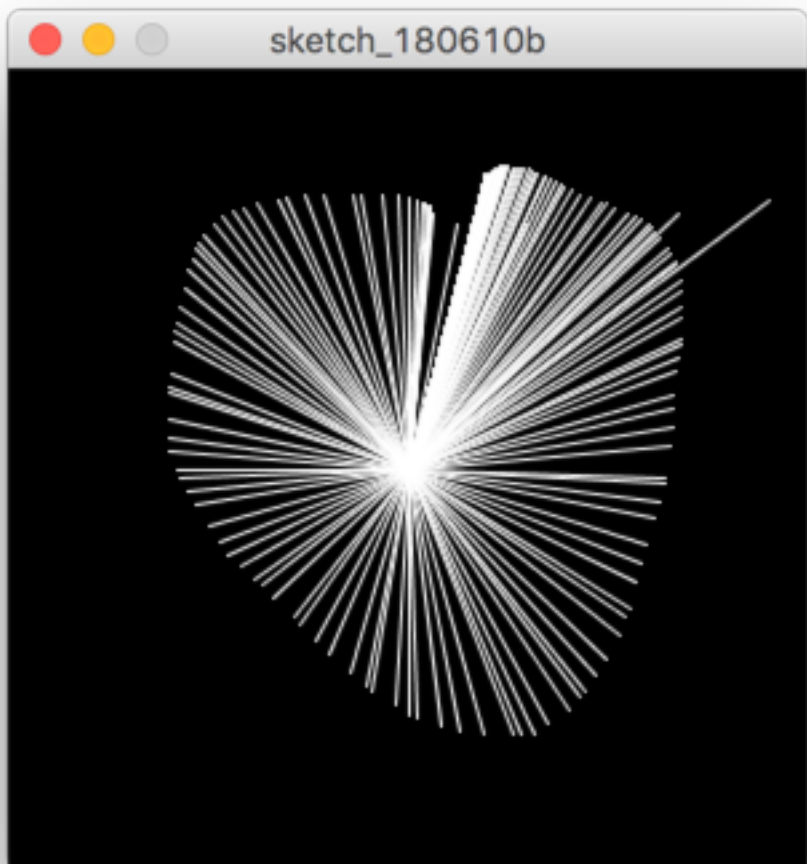
```
size(300, 300);
```

```
background(0);
```

```
stroke(255);
```

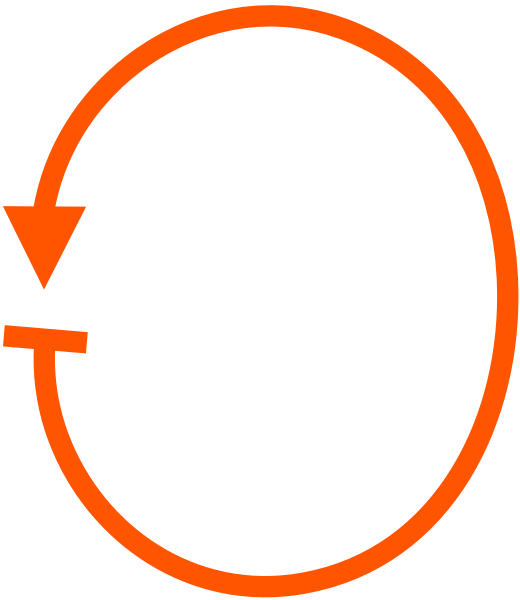
```
line(0, 0, width, height);
```

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





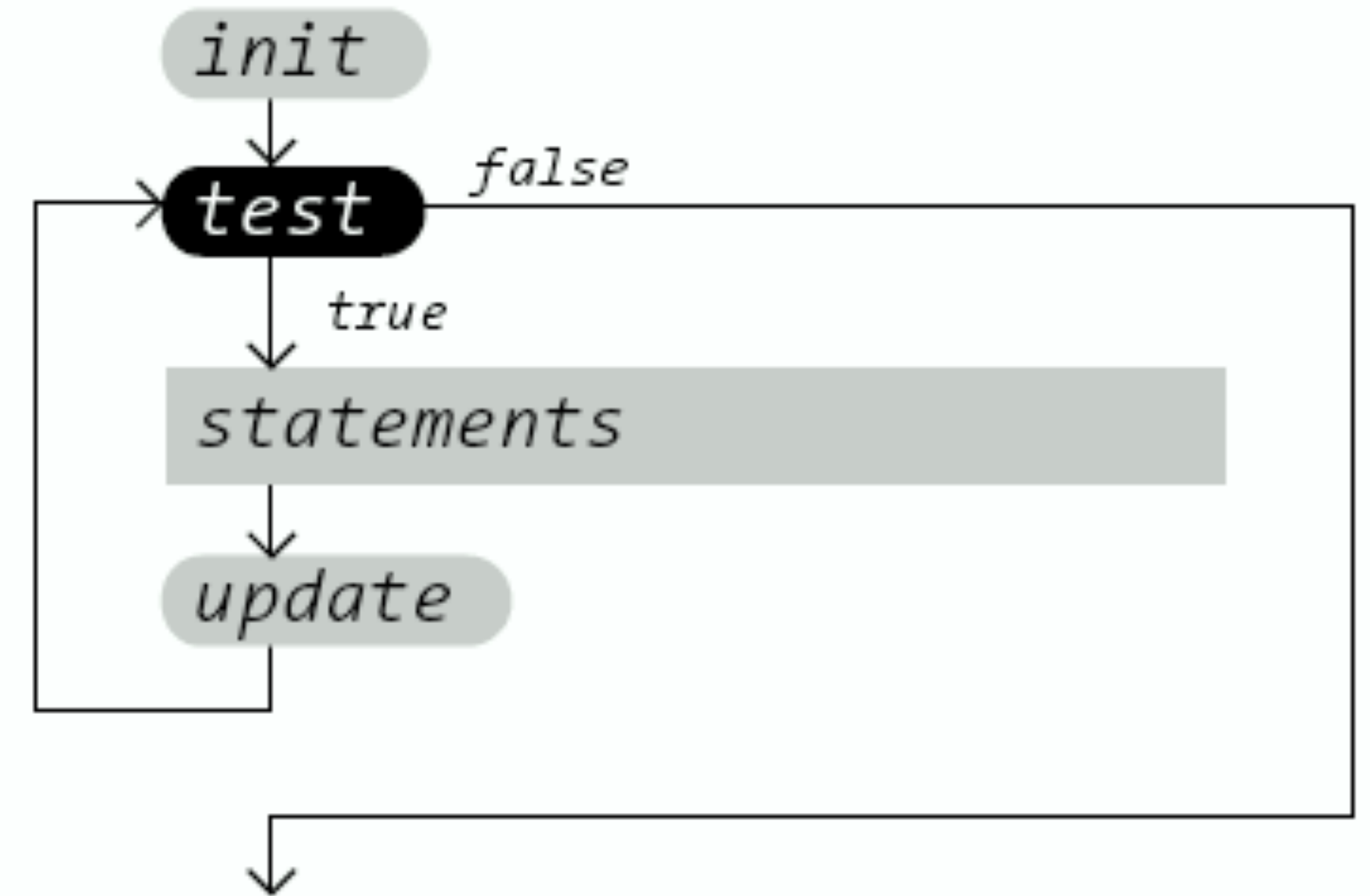




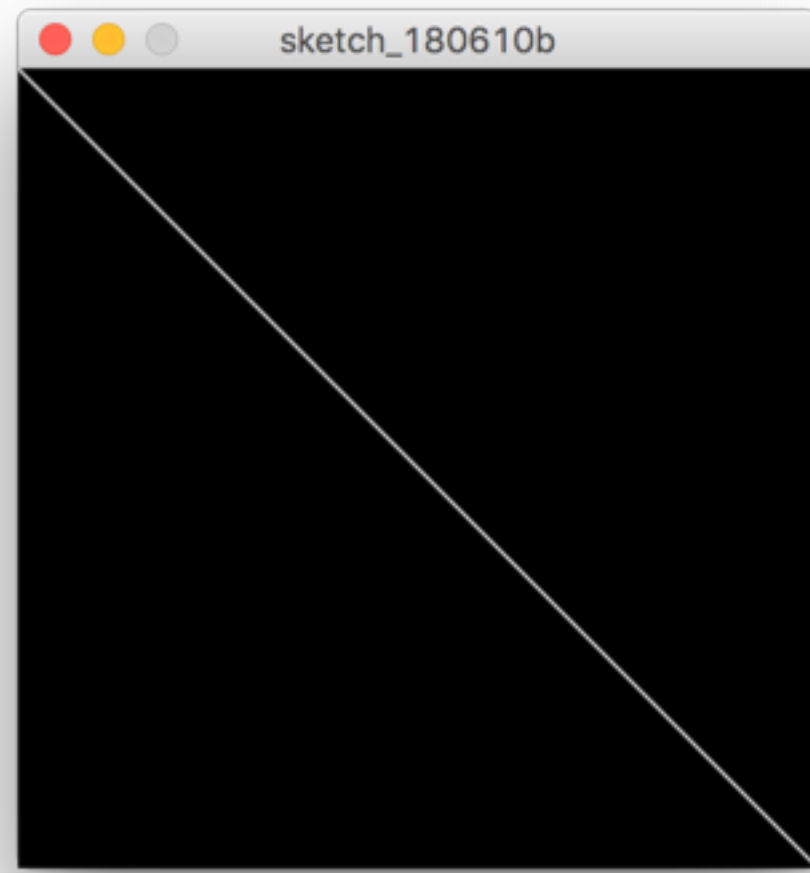
Estuaries and Program

Estructura de un ciclo *for()*{}

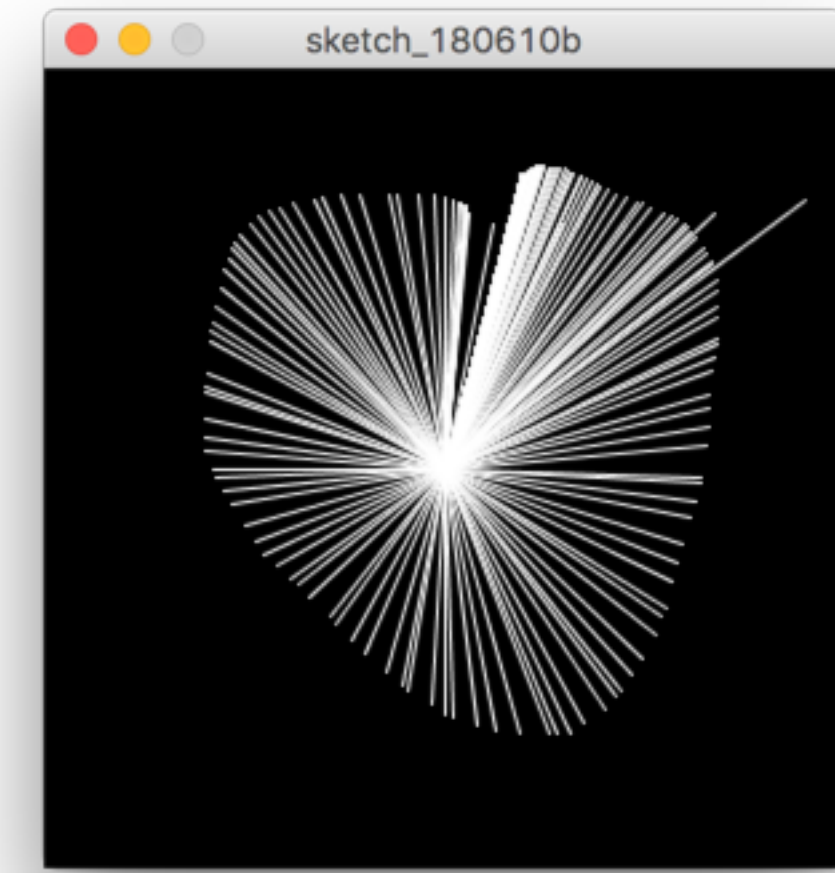
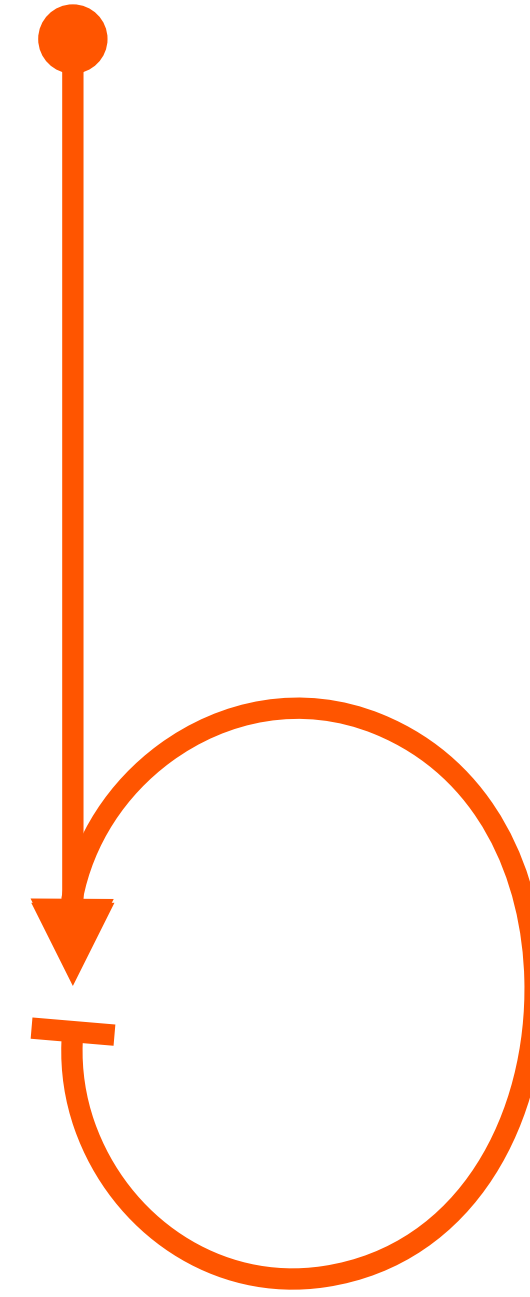
```
for (init; test; update) {  
    statements  
}
```



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);  
}
```