

Start a new sketch with draw and setup methods.

0. Set your canvas size

```
size(width, height)
```

1. Draw a **biscuit** colored ellipse for the pizza base, a **red** ellipse for sauce and a **yellow** ellipse inside (for the cheese). Do this in the **setup** method.

```
fill(red, green, blue)
ellipse(x, y, width, height)
```

2. Get a topping for your pizza.

<http://beej.us/pizza/pizza.menu.html>

i) Save the image.

ii) Drop the file onto your sketch.

iii) Load the topping image (in **draw** method)

```
PImage pepperoni = loadImage("pepperoni.gif")
image(pepperoni, x, y)
```

3. Resize your topping image. You need to do this before the `image` command.

```
pepperoni.resize(10, 10)
```

4. Add more toppings.

```
image(toppingImage, x, y)
```

5. Add the toppings where the user clicks the mouse (in draw method)

```
mousePressed
mouseX
mouseY
```

6. Play a sound when you add a topping....

//first download a sound from freesound.org and drop it onto your sketch

```
import processing.sound.*;           //at the top of your sketch
SoundFile sound;                     //at the top of your sketch
sound = new SoundFile(this, "ding.wav"); //in the setup method
sound.play();                         //where you want the sound to play
```

7. [Optional] Add a different topping with the right mouse click.

```
if (mousePressed && (mouseButton == RIGHT))
```

8. [Optional] Use a background image to put the pizza in a box.

```
PImage pizzaBox = loadImage("box.jpg");    //in setup method  
pizzaBox.resize(width, height); //to match your canvas size  
background(pizzaBox);                      //in setup method
```