Special Functions in Processing

The setup() function

To help organize your program in modules Processing has a function called setup() that runs just once at the start of the program.

The code inside the setup() function is used to define the starting values used in the program. The first line must be the size() function. This is often followed by code to set the fill and stroke colors, the stroke weight or to load images and fonts.

The draw() function

Code that responds to input from the mouse, keyboard, and other devices has to run continuously to “listen” for an event to happen. The code within the draw() function runs from top to bottom and then repeats until you quit the program by clicking the stop button or closing the window.

Each pass through the draw() function is called a frame. The default frame rate is 60 frames per second, but this can be changed using the frameRate() function.

See Lesson\_03\_ex01.

Where to Put Code

There are three places to put your code in your program. The setup() and draw() functions are described above, but you can also place variables outside of the functions. But there are some rules.

1. Variables created in the setup() function cannot be used in the draw() function.
2. Variables created outside the functions are called Global Variables because they can be used anywhere in the program.

Order of Execution of a Program in Processing

1. Global variables declared outside of setup() and draw() are created.
2. Code inside setup() is run once.
3. Code inside draw() is run continuously.

See Lesson\_03\_ex02.