Display_Image

```
PImage img;

void setup()
{
 size(1024, 768); // Output window size (length x breadth)
 img = loadImage("Penguins.jpg"); // Make a new instance of a PImage by loading an image file.
}

void draw()
{
 background(0); // Set background color to black
 image(img, 0, 0, width, height); // The image() function displays the image at a location, in this case the
point (0,0).
}
```