

# The Processing Programming Language

Codebuddies

Channel #Processing

# Preface

- All levels of expertise welcome!
- We will be coding in the Processing language
- There are also Processing.py (Python) and Processing.js (Javascript) available.
- We will use the Nature of Code<sup>1</sup> book written by Daniel Shiffman.

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<sup>1</sup>[www.natureofcode.com/book/](http://www.natureofcode.com/book/)

# Processing

- “Processing is a flexible software sketchbook and a language for learning how to code within the context of the visual arts.”<sup>2</sup>
- Download Processing<sup>3</sup>, Unzip it and you'll have the language and an IDE straight away.

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<sup>2</sup>Introduction as written on [www.processing.org/](http://www.processing.org/)

<sup>3</sup>[www.processing.org/download](http://www.processing.org/download)

# Things to do

- **Check out the Tutorials:** [www.processing.org/tutorials](http://www.processing.org/tutorials)
- **Read into The Nature of Code:** [www.natureofcode.com/book/](http://www.natureofcode.com/book/)
- **Explore the Syntax:** [www.processing.org/reference/](http://www.processing.org/reference/)

# And lastly

See you Friday Evening!

<http://hangouts.codebuddies.org/posts/oiy95sMTKnHidrAaS>