



**NEW MEDIA &
COMMUNICATION
TECHNOLOGY**

LIBRARIES
NEW MEDIA

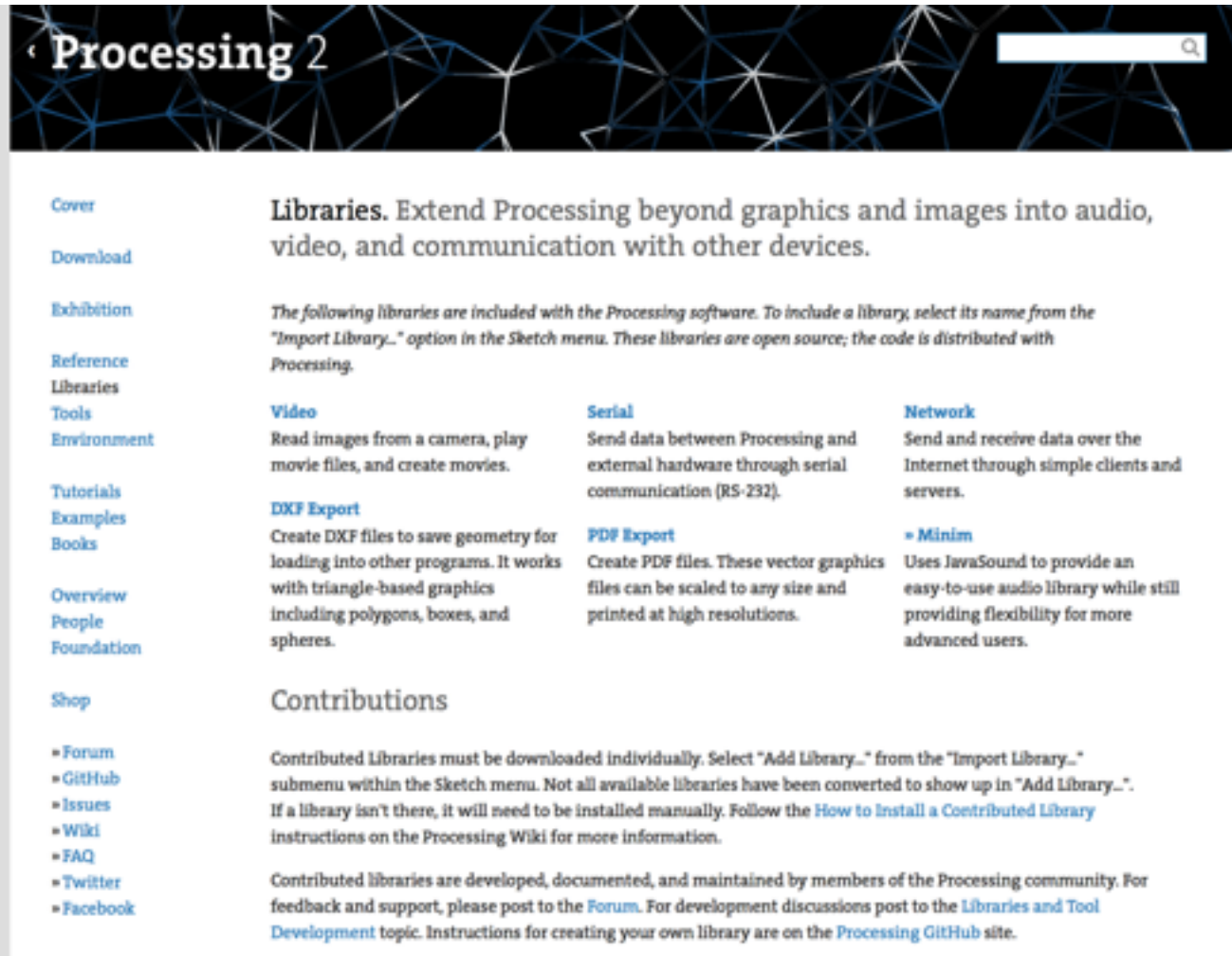


**NEW MEDIA &
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TECHNOLOGY**

LIBRARIES TOEVOEGEN

Community

<http://processing.org/reference/libraries/>



The screenshot shows the 'Libraries' section of the Processing 2 reference website. The header features the 'Processing 2' logo and a search bar. A left sidebar contains a navigation menu with links to Cover, Download, Exhibition, Reference Libraries, Tools, Environment, Tutorials, Examples, Books, Overview, People, Foundation, Shop, Forum, GitHub, Issues, Wiki, FAQ, Twitter, and Facebook. The main content area is titled 'Libraries. Extend Processing beyond graphics and images into audio, video, and communication with other devices.' It includes a paragraph about included libraries, a table of library categories (Video, Serial, Network, DXF Export, PDF Export, Minim), a 'Contributions' section, and a footer with social media links.

Processing 2

Libraries. Extend Processing beyond graphics and images into audio, video, and communication with other devices.

The following libraries are included with the Processing software. To include a library, select its name from the "Import Library..." option in the Sketch menu. These libraries are open source; the code is distributed with Processing.

| | | |
|---|---|---|
| Video Read images from a camera, play movie files, and create movies. | Serial Send data between Processing and external hardware through serial communication (RS-232). | Network Send and receive data over the Internet through simple clients and servers. |
| DXF Export Create DXF files to save geometry for loading into other programs. It works with triangle-based graphics including polygons, boxes, and spheres. | PDF Export Create PDF files. These vector graphics files can be scaled to any size and printed at high resolutions. | Minim Uses JavaSound to provide an easy-to-use audio library while still providing flexibility for more advanced users. |

Contributions

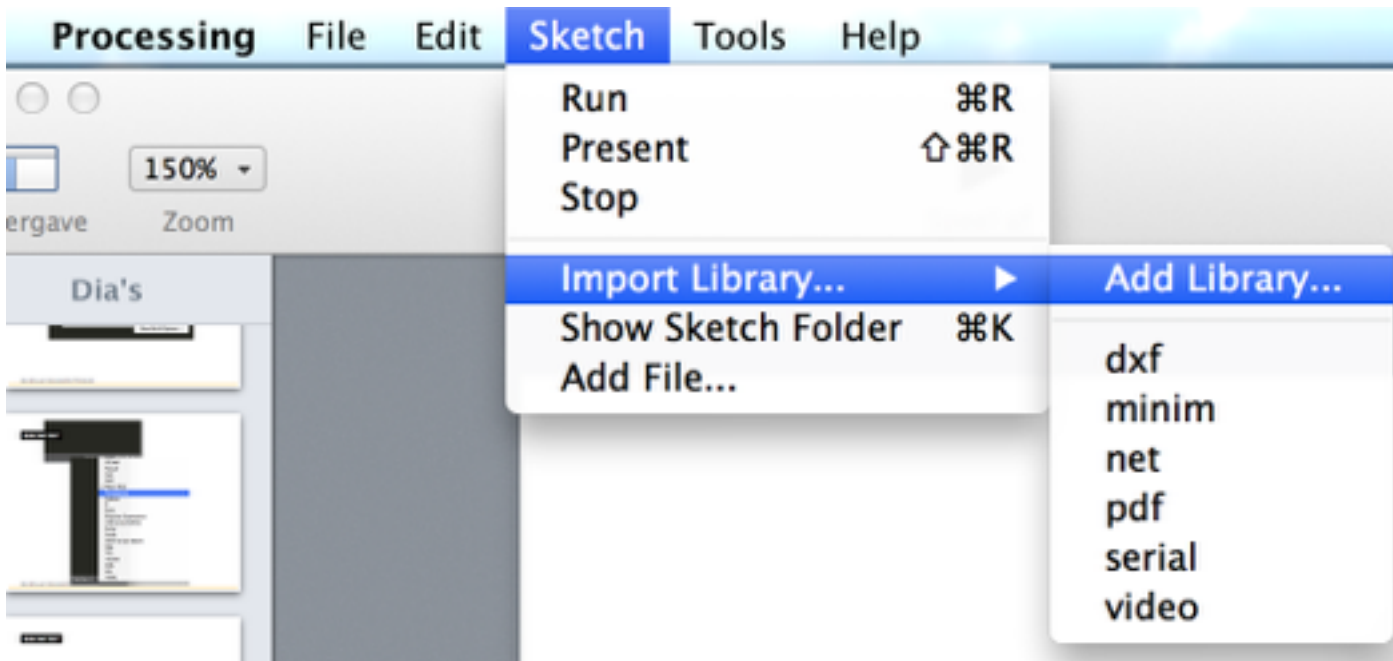
Contributed Libraries must be downloaded individually. Select "Add Library..." from the "Import Library..." submenu within the Sketch menu. Not all available libraries have been converted to show up in "Add Library...". If a library isn't there, it will need to be installed manually. Follow the [How to Install a Contributed Library](#) instructions on the Processing Wiki for more information.

Contributed libraries are developed, documented, and maintained by members of the Processing community. For feedback and support, please post to the [Forum](#). For development discussions post to the [Libraries and Tool Development](#) topic. Instructions for creating your own library are on the [Processing GitHub](#) site.

- [Forum](#)
- [GitHub](#)
- [Issues](#)
- [Wiki](#)
- [FAQ](#)
- [Twitter](#)
- [Facebook](#)

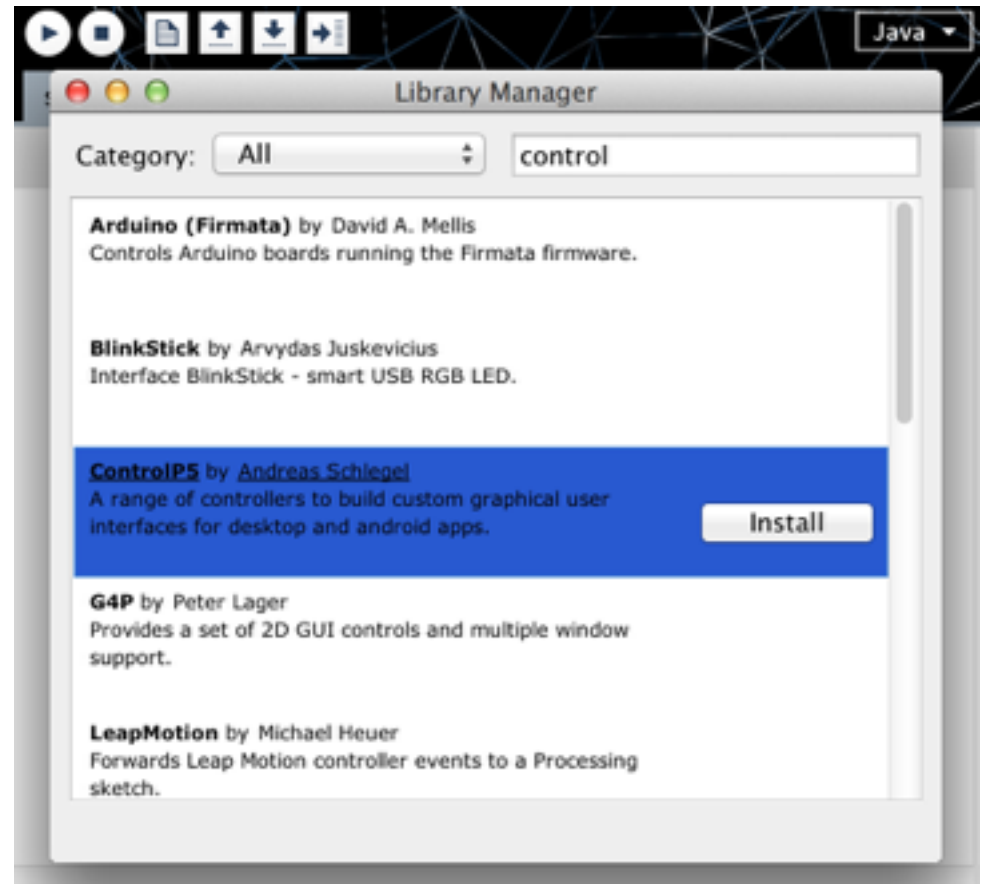
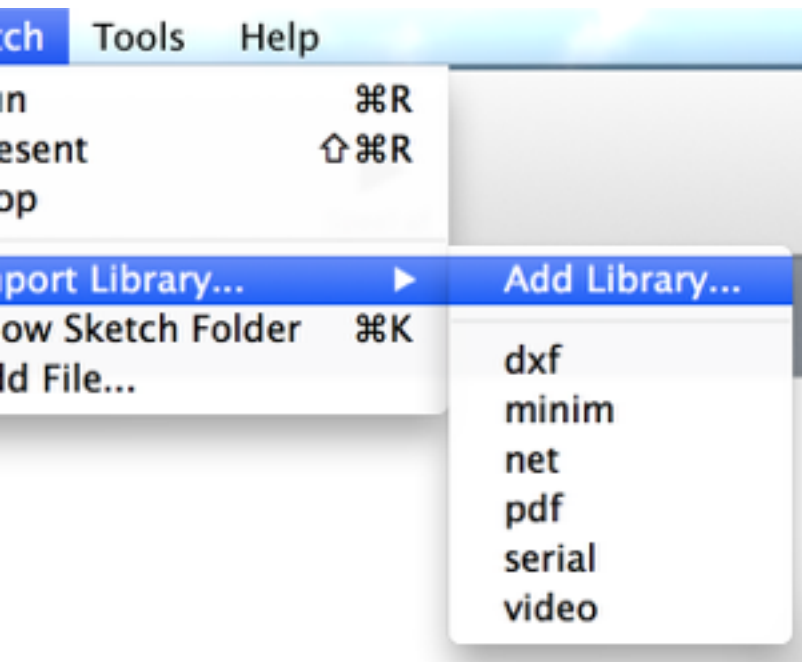
LIBRARIES TOEVOEGEN

Installeren via Processing



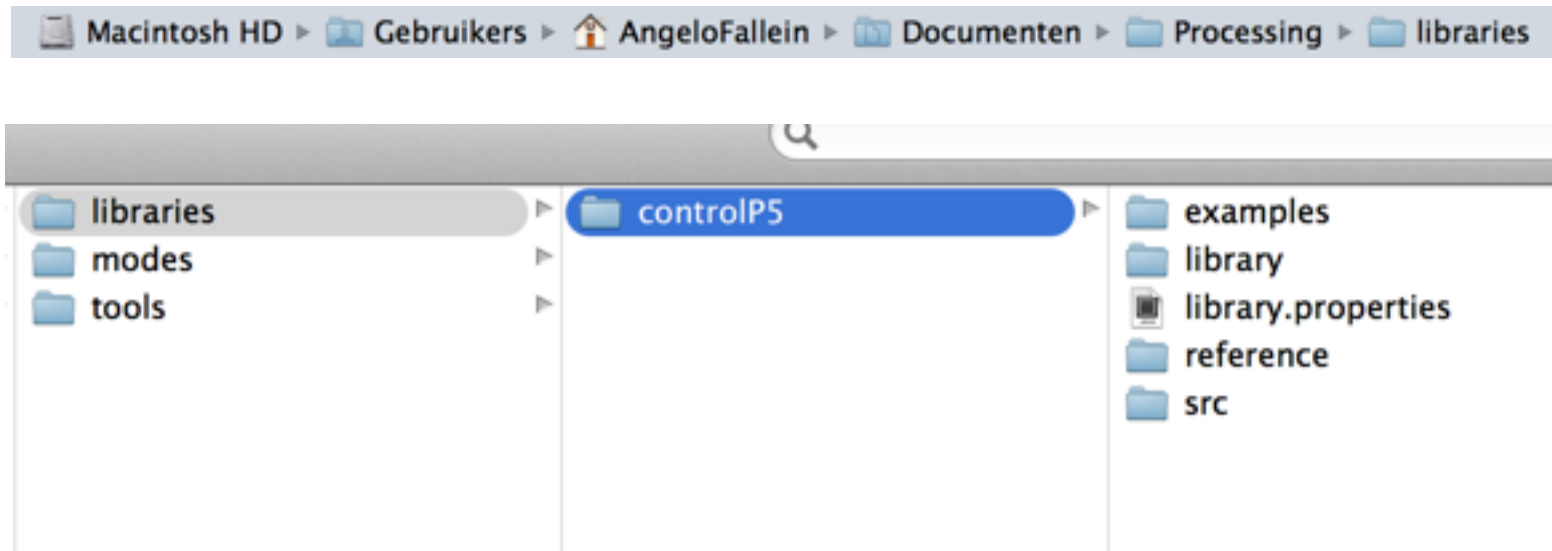
LIBRARIES TOEVOEGEN

Installeren via Processing



LIBRARIES TOEVOEGEN

Zelf installeren

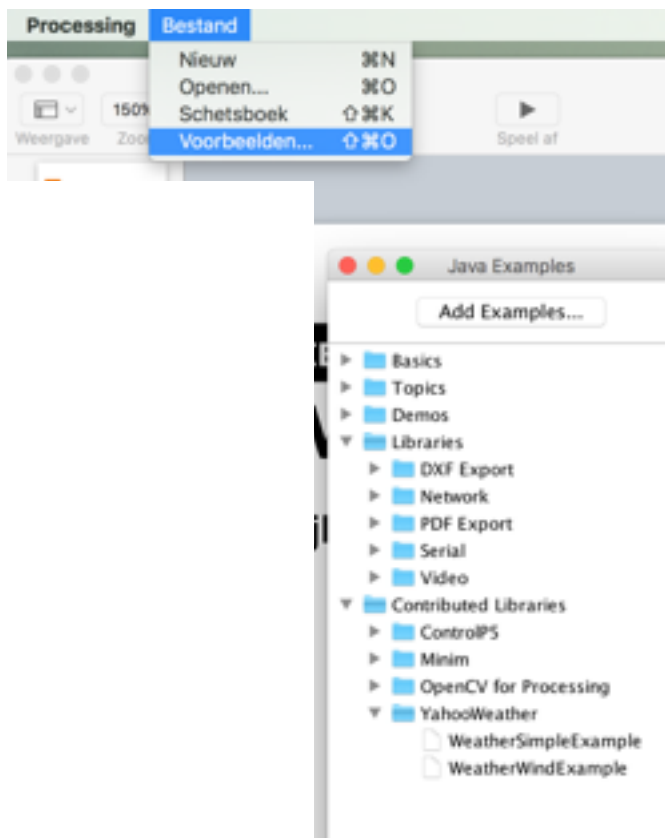


Zelf kopiëren naar libraries folder van Processing

LIBRARIES TOEVOEGEN

Werking

Kijk bij voorbeelden en ontdek de werking van libraries

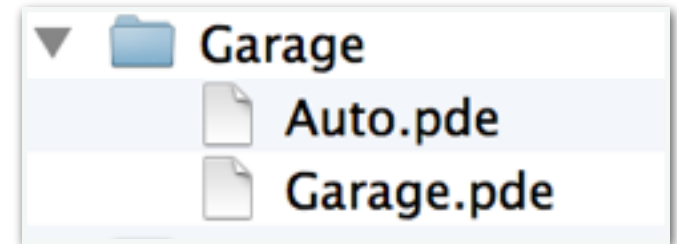
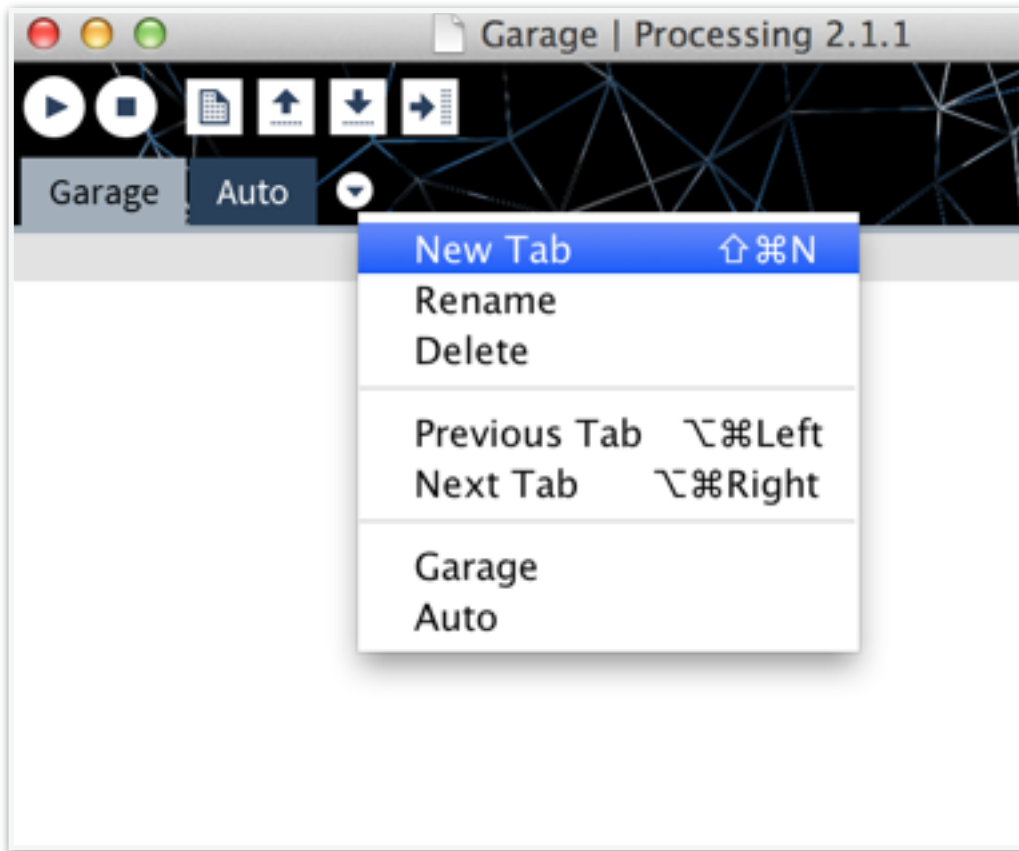




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OOP
JAVA

JAVA OOP



JAVA

OOP

```
Garage Auto ▼
Auto myCar;

void setup() {
  size(400, 400);
  myCar = new Auto(#FF0000);
}

void draw() {
  myCar.display();
}
```

```
Garage Auto ▼
class Auto {

  color kleur;

  //constructor
  Auto(color inputKleur) {
    kleur = inputKleur;
  }

  void display() {
    rectMode(CENTER);
    fill(kleur);
    rect(100, 100, 20, 50);
  }

}
```