

VARIABLES?

④ ORDER?

- INCREMENT ②
- HOW STATE @ BEGINNING ①
- USAGE OF VARIABLES? ③

```
int fV;  
  
void setup() {  
  fV = 0;  
}  
  
void draw() {  
  background(fV);  
}  
  
void mousePressed() {  
  fV = fV + 5;  
}
```

fillValue

backgroundColor

~~background~~ Color

fV

// DECLARE A VARIABLE

int fV ;
↑ ↑
type name

"It's a girl!"

// ASSIGN A VALUE

fV = 0 ;
↑ ↑
variable value
 or
 expression

