

setup()

A function that's called once when the sketch begins running.

Declaring the function `setup()` sets a code block to run once automatically when the sketch starts running. It's used to perform setup tasks such as creating the canvas and initializing variables:

```
function setup() {
  // Code to run once at the start of the sketch.
}
```

Code placed in `setup()` will run once before code placed in `draw()` begins looping. If the `preload()` is declared, then `setup()` will run immediately after `preload()` finishes loading assets.

Note: `setup()` doesn't have to be declared, but it's common practice to do so.

Examples

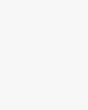
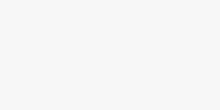


```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Draw the circle.
  circle(50, 50, 40);

  describe('A white circle on a gray background.');
}
```

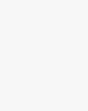


```
function setup() {
  createCanvas(100, 100);

  // Paint the background once.
  background(200);

  describe(
    'A white circle on a gray background. The circle follows
    the mouse as the user moves, leaving a trail.'
  );
}

function draw() {
  // Draw circles repeatedly.
  circle(mouseX, mouseY, 40);
}
```



```
let img;

function preload() {
  img = loadImage('/assets/bricks.jpg');
}

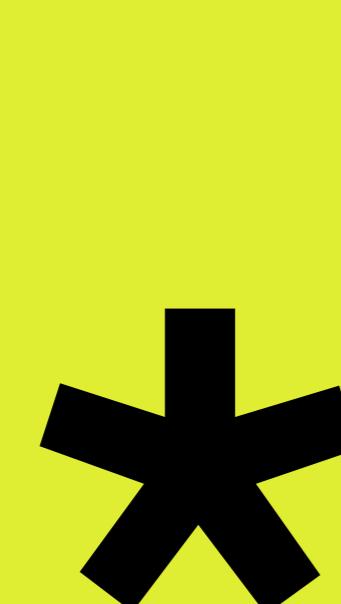
function setup() {
  createCanvas(100, 100);

  // Draw the image.
  image(img, 0, 0);

  describe(
    'A white circle on a brick wall. The circle follows the
    mouse as the user moves, leaving a trail.'
  );
}

function draw() {
  // Style the circle.
  noStroke();

  // Draw the circle.
  circle(mouseX, mouseY, 10);
}
```



Related References

disableFriendlyErrors

Turns off the parts of the Friendly Error System (FES) that impact performance.

draw

A function that's called repeatedly while the sketch runs.

isLooping

Returns true if the draw loop is running and false if not.

loop

Resumes the draw loop after `noLoop()` has been called.