

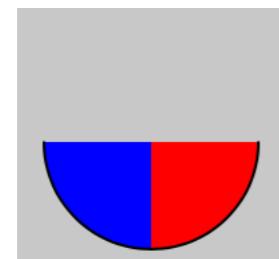
DEGREES

A `String` constant that's used to set the `angleMode()`.

By default, functions such as `rotate()` and `sin()` expect angles measured in units of radians. Calling `angleMode(DEGREES)` ensures that angles are measured in units of degrees.

Note: `TWO_PI` radians equals 360°.

Examples



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

  background(200);

  // Draw a red arc from 0 to HALF_PI radians.
  fill(255, 0, 0);
  arc(50, 50, 80, 80, 0, HALF_PI);

  // Use degrees.
  angleMode(DEGREES);

  // Draw a blue arc from 90° to 180°.
  fill(0, 0, 255);
  arc(50, 50, 80, 80, 90, 180);

  describe('The bottom half of a circle drawn on a gray
background. The bottom-right quarter is red. The bottom-left
quarter is blue.');
}
```



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AUTO allows us to automatically set the width or height of an element (but not both), based on the current height and width of the element.

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