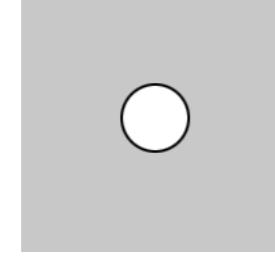


circle()

Draws a circle.

A circle is a round shape defined by the `x`, `y`, and `d` parameters. `x` and `y` set the location of its center. `d` sets its width and height (diameter). Every point on the circle's edge is the same distance, $0.5 * d$, from its center. $0.5 * d$ (half the diameter) is the circle's radius. See [ellipseMode\(\)](#) for other ways to set its position.

Examples

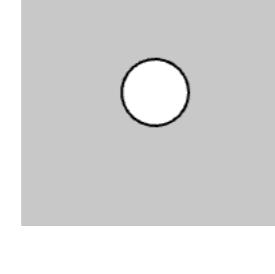


```
function setup() {
  createCanvas(100, 100);

  background(200);

  circle(50, 50, 25);

  describe('A white circle with black outline in the middle of
  a gray canvas.');
}
```



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

  background(200);

  circle(0, 0, 25);

  describe('A white circle with black outline in the middle of
  a gray canvas.');
}
```

Syntax

```
circle(x, y, d)
```



Parameters

`x` Number: x-coordinate of the center of the circle.
`y` Number: y-coordinate of the center of the circle.
`d` Number: diameter of the circle.

This page is generated from the comments in [src/core/shape/2d_primitives.js](#). Please feel free to edit it and submit a pull request!

Related References

[arc](#)
Draws an arc.

[circle](#)
Draws a circle.

[ellipse](#)
Draws an ellipse (oval).

[line](#)
Draws a straight line between two points.

