

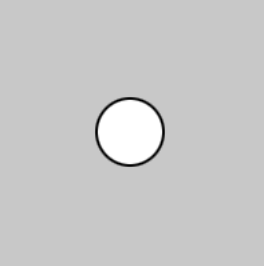
Reference > circle()

# circle()

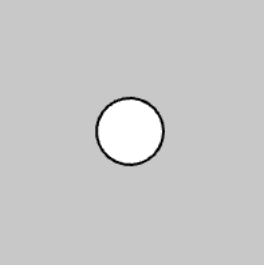
Draws a circle.

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

<b>arc</b> Draws an arc.	<b>circle</b> Draws a circle.	<b>ellipse</b> Draws an ellipse (oval).	<b>line</b> Draws a straight line between two points.
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