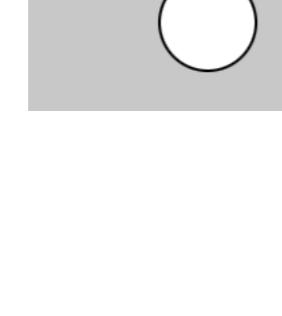


sq()

Calculates the square of a number.

Squaring a number means multiplying the number by itself. For example, `sq(3)` evaluates 3×3 which is 9. `sq(-3)` evaluates -3×-3 which is also 9. Multiplying two negative numbers produces a positive number. The value returned by `sq()` is always positive.

Examples



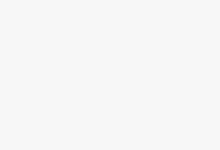
```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Top-left.
  let d = sq(3);
  circle(33, 33, d);

  // Bottom-right.
  d = sq(6);
  circle(67, 67, d);

  describe('Two white circles. The circle at the top-left is small. The circle at the bottom-right is four times larger.');
}
```



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

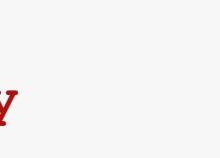
  background(200);

  describe('A series of black dots that get higher quickly from left to right.');

  function draw() {
    // Invert the y-axis.
    scale(1, -1);
    translate(0, -100);

    // Calculate the coordinates.
    let x = frameCount;
    let y = 0.01 * sq(x);

    // Draw the point.
    point(x, y);
  }
}
```



Syntax

`sq(n)`



Parameters

`n` Number: number to square.

Returns

Number: squared number.

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

Related References

[abs](#)

Calculates the absolute value of a number.

[ceil](#)

Calculates the closest integer value that is greater than or equal to a number.

[constrain](#)

Constrains a number between a minimum and maximum value.

[dist](#)

Calculates the distance between two points.

