

# Processing Language

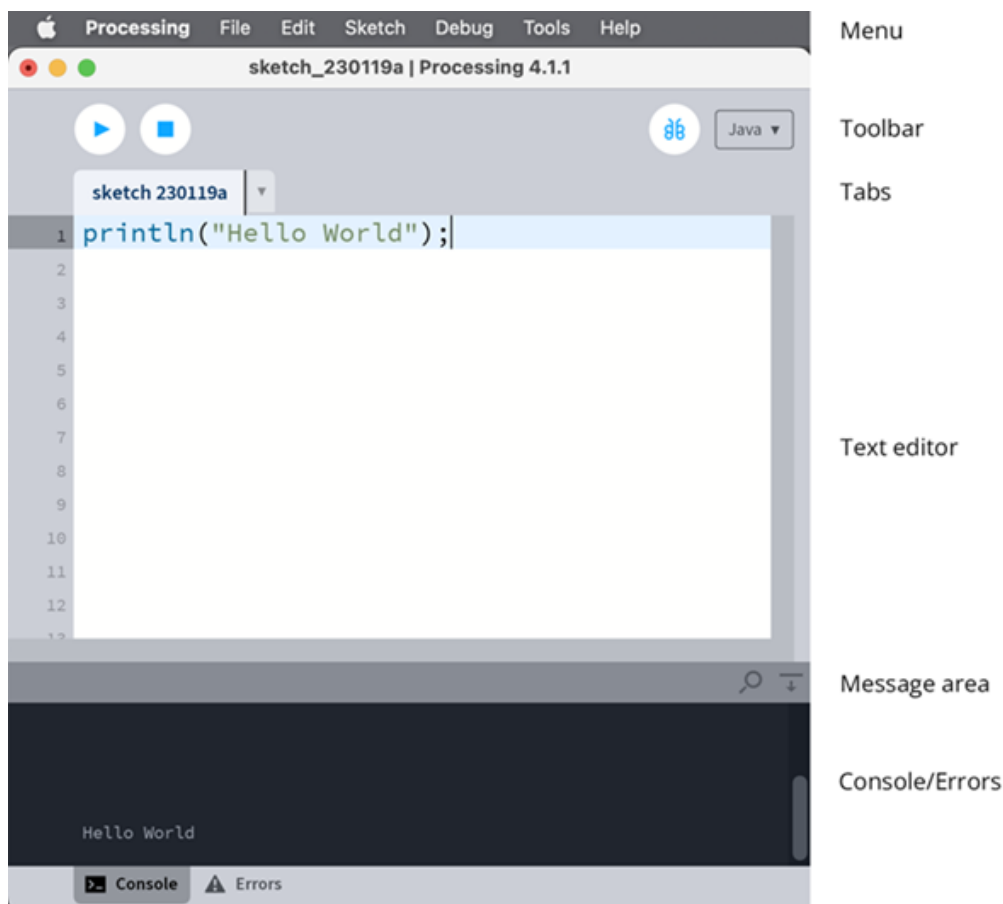
Processing relates software concepts to principles of visual form, motion, and interaction. It integrates a programming language, development environment, and teaching methodology into a unified system. Processing was created to teach fundamentals of computer programming within a visual context, to serve as a software sketchbook, and to be used as a production tool. – Reas/Fry (Processing Handbook)

[PROCESSING](#)

[PROCESSING Reference](#)

## Interface

The Processing Development Environment (PDE) consists of a simple text editor for writing code, a message area, a text console, tabs for managing files, a toolbar with buttons for common actions, and a series of menus. When programs are run, they open a new window called the display window.



[Processing IDE Description](#)

### Menu

- Menu's to create new sketches, debug, edit, and add libraries

### Toolbar

- **Play Button:** Compiles the code, opens a display window, and runs the program inside.
- **Stop Button:** Terminates a running program.
- **Bug Symbol:** Debugger to step through program.
- **Mode Selector:** Select Java, P5.js, Python, etc. This class will use Java.

## Tabs

- Break your code into different files. Mainly used for separating classes.

## Text Editor

- Section to write your code.

## Message Area

- Gives feedback while saving and exporting and also displays errors.

## Console

- Displays text output by Processing sketches including complete error messages and text output from sketches with the `print()` and `println()` functions.
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[Touch Designer](#)

[Max](#)

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[Steina & Woody Vaslika](#)

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[Takeshi Murata](#)

[Cory Arcangel](#)

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