Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Directions**: Use the online p5.js Reference to fill in the blanks and create examples of the different shapes functions.

| **P5.js Shape Reference** | | |
| --- | --- | --- |
| **Shape** | **Function and Parameters** | **Example Image** |
| * Triangle | Example:  **triangle**( X1 , Y1, X2, Y2, X3 , Y3 )  X1: (Number Value) x-coordinate of the first point  Y1: (Number Value) y-coordinate of the first point  X2: (Number Value) x-coordinate of the second point  Y2: (Number Value) y-coordinate of the second point  X3: (Number Value) x-coordinate of the third point  Y3: (Number Value) y-coordinate of the third point |  |
| * Quadrilateral | **Quad** (\_\_\_ , \_\_\_ , \_\_\_ , \_\_\_, \_\_\_ , \_\_\_, \_\_\_ , \_\_\_ ) |  |
| * Polygon | beginShape();  vertex(\_\_\_ , \_\_\_);  vertex(\_\_\_ , \_\_\_);  vertex(\_\_\_ , \_\_\_);  vertex(\_\_\_ , \_\_\_);  vertex(\_\_\_ , \_\_\_);  vertex(\_\_\_ , \_\_\_);  endShape(CLOSE); |  |
| * Ellipse |  |  |
| * Rectangle |  |  |
| * line |  |  |
| * stroke |  | 1.Example of stroke( )  stroke( )  2.Example of stroke() |
| * strokeWeight() |  | 1.Example of a thick stroke weight…  strokeWeight( )  2.Example of a thin stroke weight…  strokeWeight( )  3.Example of a no stroke weight…  strokeWeight( ) |
| * Fill() |  | 1.Example of a black fill()…  fill( )  2.Example of a white fill()…  fill( )  3.Example of a grey fill()…  fill( ) |