# StTa

size(width, height);

background (R,G,B);

line (x1,y1,x2,y2);

point (x,y);

rect (topleft, topright, width, height);

ellipse (centreX, centreY, width, height);

fill (colour);

noStroke();

stroke (colour);

mouseX ~~> the position of your mouse horizontally

mouseY ~~> the position of your mouse vertically

translate(x,y); //this moves your crosshairs or cartesian reference point

rotate(angle);

if mousePressed

--------------------

void setup() {

size (500, 500);

fill (100,30,60, 50);

background (255,255,255);

stroke (0);

}

void draw (){

if (mousePressed) {

fill (255);

noStroke();

ellipse (mouseX, mouseY,100, 100);

}

else {

fill (mouseX/2, 0, mouseY/2, 30);

stroke (0);

ellipse (mouseX, mouseY,100, 100);

}

}

void keyPressed() {

background(mouseX/2, 255-(mouseX/2), mouseY/2);

}

----------------------

Shortcuts:

void setup(){

}

void draw(){

}

size(width, height);

background (R,G,B);

line (x1,y1,x2,y2);

point (x,y);

rect (topleft, topright, width, height);

ellipse (centreX, centreY, width, height);

fill (colour);

noStroke();

stroke (colour);

mouseX ~~> the position of your mouse horizontally

mouseY ~~> the position of your mouse vertically

translate(x,y); //this moves your crosshairs or cartesian reference point

rotate(angle);

if (mousePressed) {

ellipse (mouseX, mouseY, 100, 100);

}

void keyPressed() {

saveFrame("line-##.jpg");

}

----------------------

void setup() {

size (500, 500);

fill (100,30,60, 50);

background (255,255,255);

stroke (0);

}

void draw (){

fill(255,255,255,5);

rect (0,0,500,500);

if (mousePressed) {

fill (255);

noStroke();

ellipse (mouseX, mouseY,100, 100);

}

else {

fill (mouseX/2, 0, mouseY/2, 30);

stroke (0);

ellipse (mouseX, mouseY,100, 100);

}

}

void keyPressed() {

background(mouseX/2, 255-(mouseX/2), mouseY/2);

}

----------------------