Introduction to P5.js

How to Make a PBJ

Day 1

How do we tell the computer to do something?

Day 2

How do we tell the computer to draw? ⟶

computer

programming language

Syntax

JavaScript — has it's own library

Other Languages:
Python
C
C#
C++
etc, etc...

HTML and CSS
for the Web

p5.js — created by

The Processing Foundation
not-for-profit, Open Source

also grew out of a program called

Processing

Java

another programming language

```
1▼ function setup() {
2     createCanvas(400, 400);
3  }
4
5▼ function draw() {
6     background(220);
7  }
8
9
```

How to add comments

```
1▼ function setup() {
2    createCanvas(400, 400);//this is how you make a comment
3  }
4
5▼ function draw() {
6    background(220);//using the two forward slashes won't mess up your code
7  }
8
```

Talk it **ou**t
Draw it **ou**t
//Write it **ou**t

5:00

Name**s** **o**n t**he** **deliver**able, **please**

Demo & Discussion

TEST IT OUT!

- In your teams, open the p5.js interface on your own device.
- Work collaboratively to make changes and experiment with the code.
-

Deliverable:

- Create a program that makes a canvas 500 pixels high, 700 pixels wide.
- Comments in the code should reflect your understanding of which <u>argument</u> controls which.

Challenge: create a background that is purple