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API: Processing

API Changelog

The following changes are listed from oldest to newest.

- **(11/29)** Decided to include *Drawable* as a common supertype of all shapes, images, and canvases to make it easier for the user to pass around many different kinds of shapes while treating their types uniformly.

- **(11/29)** Distinguished *ShapeSettings* from *ImageSettings*, since you can specify things like stroke weight and stroke color for shapes, and you can specify things like tint for images.

- **(12/2)** Added *Shape* as a common supertype to all shape classes (*Ellipse, Rectangle*) that is not a supertype of canvas or image.

- **(12/2)** Made the distinction that *Drawable* is one of the following: a package of a shape and its settings, a package of an image and its settings, or a canvas. This allows the following intuition: an instance of *Drawable* and a position is all you need to know to be able to put something on the screen. This contrasts with *Shape* and *Image*, which can be rendered slightly differently depending on the settings given for those objects.

- **(12/2)** Added ellipse/circle distinction to make creating circles easier; imposed a subtype relation of *Circle <: Ellipse* to allow for the same flexibility in the client code as with *Shape* and *Drawable*.

- **(12/4)** Migrated *floats* to *doubles* everywhere to encourage precision in client arithmetic.