Void setup() {

Size (500,500);

Background(255);

//wider stroke thickness

Strokeweight(4);

}

//the void draw function helps you draw on the next page. It is a click system. The mouseX and mouseY are there to follow the mouse and help draw circles if you hold on the keyboard

Void draw() {

//where is my mouse?

println(mouseX, mouseY)

//circle drawing mode…..

//ellipse(mouseX, mouseY, 30, 30)

//line drawing mode…...

//If you wanted the drawing mode from a circle to a line change ellipse to line

Ellipse(200,300,20,10); he changed it to (mouseX, mouseY, 10,10)

]

//pmouseX and pmouseY will create the two points to help create the line. The p in pmouseX and Y stands for previous. Pressed activates when ever you press the button. Dragged is when you click down in the mouse and move it

//if a key is pressed

Void keyPressed() {

Println(key);

//if the key that is pressed is a then the set stroke weight will be 10

If(key == ‘a’){

strokeWeight(10);

}

If(key == ‘s’) {

strokeWeight(1);

}