

Processing@AISD

Basic Method Sheet

<code>size(width, height)</code>	
<code>background(val)</code>	
<code>rect(x, y, width, height)</code>	
<code>ellipse(x, y, width, height)</code>	
<code>smooth()</code>	
<code>fill(val)</code>	
<code>triangle(x1, y1, x2, y2, x3, y3)</code>	
<code>line(x1, y1, x2, y2)</code>	
<code>stroke(val)</code>	
<code>strokeWeight(thick)</code>	
<code>beginShape()</code>	
<code>vertex(x, y)</code>	
<code>endShape()</code>	
<code>arc(x, y, w, h, start, end)</code>	