Processing@AISD

Basic Method Sheet

-2/	
size(width, height)	
background(val)	
rect(x, y, width, height)	
rece(x, y, widen, neight)	
ellipse(x, y, width, height)	
smooth()	
fill(val)	
triangle(x1, y1, x2, y2, x3, y3)	
or _amg_c(x_, y_, x_, y_, x_, y_, x_, y_, x_, x_, y_, x_, x_, x_, x_, x_, x_, x_, x_, x_, x	
line(x1, y1, x2, y2)	
1111e(X1, Y1, X2, Y2)	
stroke(val)	
strokeWeight(thick)	
Ser okeweight (thick)	
hands Chana ()	
beginShape()	
vertex(x, y)	
andChana()	
endShape()	
arc(x, y, w, h, start, end)	