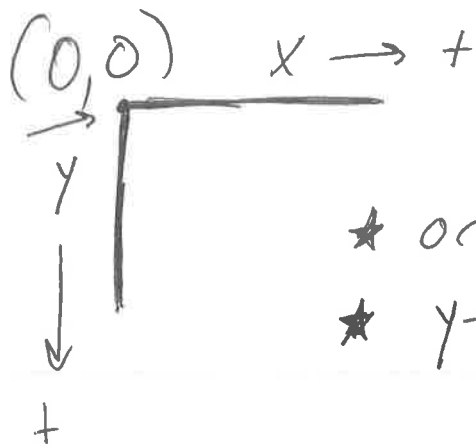# Processing@AISD

Basic Method Sheet

parameters

✱ method overloading, - methods w/same name but different parameters.

Methods (all have ( ))

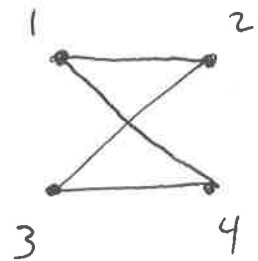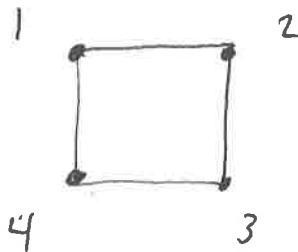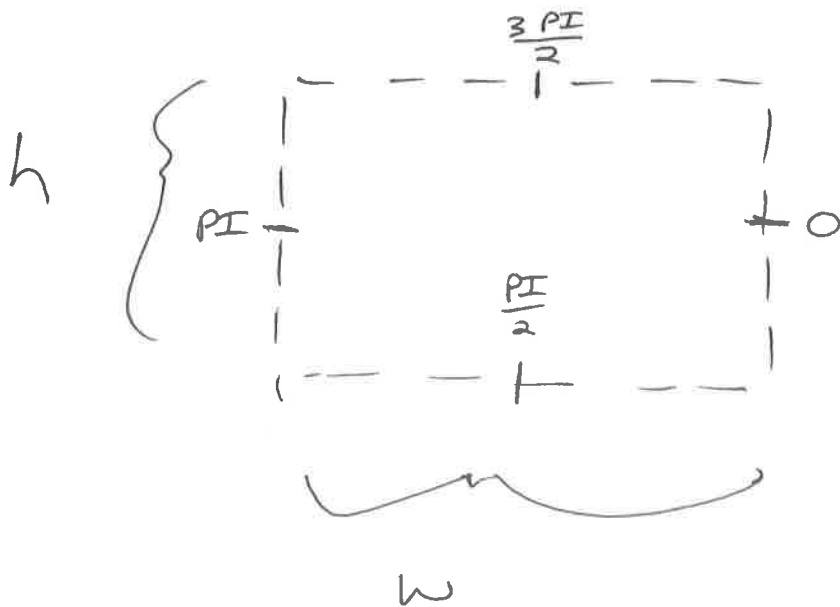| Method	Description
size(width, height)	changes the size of the window
background(val) ✱ background (r, g, b)	→ grayscale background 0 - black 255 - white → color background
rect(x, y, width, height) 4 parameters ↑	rectangle! (x, y) in top left corner
ellipse(x, y, width, height)	round objects, (x, y) in middle (belly button)
smooth() NO parameters	helps make rounded objects more round.
✱fill(val) → greyscale fill(r, g, b) → color fill(r, g, b, a) → color w/transparency	sets the color for objects NO Fill( ) ⇒ hollow!
triangle(x1, y1, x2, y2, x3, y3)	6 parameters, 3 points
line(x1, y1, x2, y2)	
✱stroke(val) stroke (r, g, b) → color	sets the border color for objects, NO Stroke ( ) ⇒ NO border
strokeWeight(thick)	⇒ thickness for outside edge.
beginShape()	used w/ vertex( ), endShape( ) to make many ~~poly~~ sided polygons
vertex(x, y) ↳ aka point	tells computer to put a point at that spot.
endShape() endShape(CLOSE) ⇒ fills in last edge	tells computer to connect the dots to make polygon!
arc(x, y, w, h, start, end)	used to draw part of a circle. see back for details ⟹

(0,0)   x ⟶ +

* origin is @ top left
* y-axis is inverted.

+

begin Shape()
vertex()
⋮
end Shape()

* connects the dots in order

```
1 ▢ 2
4   3
```

```
1 ⤬ 2
3   4
```

arc (x, y, w, h, start, end)

$\frac{3\ PI}{2}$

PI ┤   ├ 0

$\frac{PI}{2}$

h

w

radians ⟶ 360°
         2π