# Objective

You will practice calling methods for drawing simple vector primitives, such as a line between two points. You will identify points on the screen, and practice passing values as parameters. You will also be introduced to four global variables.

## Topics: method calls, parameters, global variables

# Instructions

In the draw method, you will add code to a a line from each corner of the screen, ending where the mouse is currently positioned.

The signature of the line method is:

void **line(**float x1, float y1, float x2, float y2**)**

You invoke the method with four numbers as arguments. This will draw a line between the two points. For example:

**line(**50, 50, 200, 200**)**;

This would draw a line from (50, 50) to (200, 200) in the currently set stroke color.

In your code, you will need to make use of four **global variables** that are built into Processing:

width **–** The current width of the sketch  
height **–** The current height of the sketch  
mouseX **–** The current x position of the mouse pointer  
mouseY **–** The current y position of the mouse pointer

# Examples

