SETUP() and DRAW()

The setup() function is launched once when your animation starts.

The draw() function is like a loop.
It executes according to a frequency we have defined. (for example 25 times per seconds, related to FPS = Frames per second).

SETUP()

Reference:
https://processing.org/reference/setup_.html

In the setup(), you define the size of your sketch, its color, all that needs to be set at first. It's your initial environment.

DRAW()

Reference:
https://processing.org/reference/draw_.html

All instructions you write in draw() will be executed at a precise frequency until the application is closed or noLoop() is called.

ITS MAGIC

EXERCISE

 - Create an <u>animated sketch</u> with a shape or several shapes or a combination of shapes (it can be a line, a rectangle, a circle, a point, what you want).
- Your object has to move. If he touches the edge of your sketch he has to reappear on the other side or to bounce against the edge.
- Use setup() and draw() function. You can animate and modify one of your previous sketch or create another one.
- Don't forget to push all your stuff on Github.

FUNCTIONS

A function is a named section of a program that performs a specific task.
A function can return a value, or can perform some operation but does not return a value.

Syntax in Processing:
```
type name( arguments ){
  instructions
}
```

Type is the type of data the function outputs. If it outputs a integer->int. If it's a string->string, if it's nothing (not a value)->void.