

p5.js Learnings

What is p5.js?	
What is “the documentation”? What can you find in it?	
Explain the graphics coordinate system in p5.js.	
What is a function and why is it useful?	
What is a keyword? List 3 example keywords in p5.js	
What is the difference between implementing and calling a function?	
What is a variable? Why would you use a variable in code?	
What is the purpose of an if-statement? Why would you use on in code?	

<p>Describe an obstacle you encountered this week working in p5.js. How did you overcome it and what did you learn?</p>	
<p>Notes from the instructor/TA on your Creature 2.0</p>	
<p>Notes from the instructor/TA on your Cookie Monster Game</p>	
<p>Notes from the instructor/TA on your Pong Game</p>	