

p5.js

a cheat sheet
for beginners!

program structure

```
//runs once when program starts
function setup(){
  createCanvas(800,600); //width,height in pixels
}

//run continuously after setup
function draw(){
  //rendering loop
}
```

system variables

```
windowWidth / windowHeight
//width / height of window

width / height
//width / height of canvas

mouseX / mouseY
//current horizontal / vertical mouse position
```

non-visual feedback

```
print();
//report data to the output console

//double slash to comment code (program skips it)
```

color

```
fill(120); //gray: 0-255
fill(100,125,255); //r, g, b: 0-255
fill(255, 0, 0, 50); //r, g, b, alpha
fill('red'); //color string
fill('#ccc'); //3-digit hex
fill('#222222'); //6-digit hex fill
color(0, 0, 255); //p5.Color object
```

math

```
+ - / * //basic math operators

random(low,high); //ranged random number

map(value, in1, in2, out1, out2);
//map a value from input range to output range
```

2d primitives

```
line(x1, y1, x2, y2);

ellipse(x, y, width, height);

rect(x, y, width, height);

arc(x, y, width, height, start, stop);

beginShape();
  vertex(x1, y1);
  vertex(x2, y2);
  vertex(x3, y3);
  //add more vertex
endShape(CLOSE);

text("string", x, y, boxwidth, boxheight);
```

attribu

```
backgro
//set t

fill(co
//set t

noFill(
//disab

stroke(
//set t

strokeW
//set t

noStrok
//disab

ellipse
rectMod
//CENTE

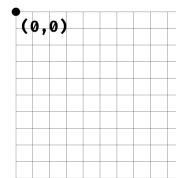
textSiz
```

if/then

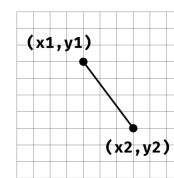
```
if(test
  //sta
}

== //
!= //n
> //g
< //l
>= //g
<= //l
```

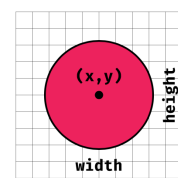
grid system



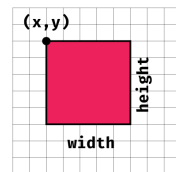
line()



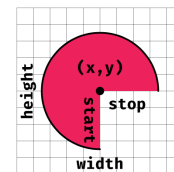
ellipse()



rect()



arc()



vertex()

