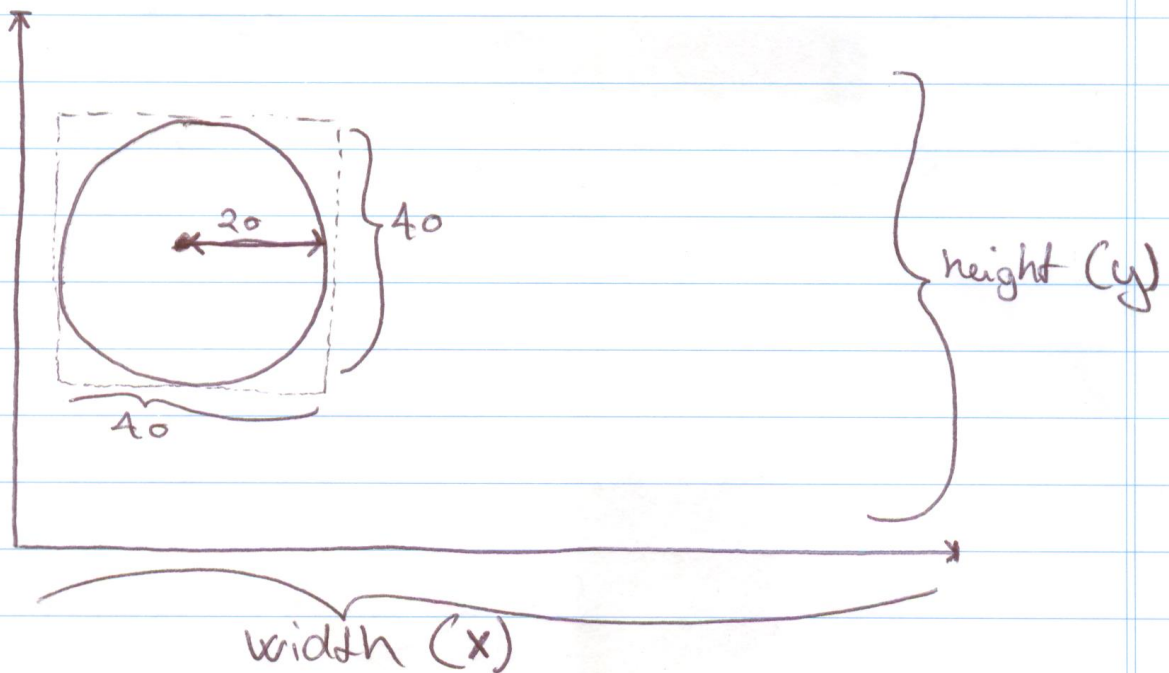


Processing.org

- reference

hit the target



```
int xPos = 0;           // Heltall 1 2 3
boolean lost = false;    // sann eller usann
```

void setup() → Runs once 1

void draw() → loop ↻

void noLoop() → stop draw/loop ✕

void mousePressed() → whenever the mouse is pressed

~~Processing~~ Processing.org/reference

void size(w, h); main screen

void smooth(); smooth geometry

void fill(red, green, blue); color of shapes

void textSize(size); size of the text

void background(red, green, blue); background color

void ellipse(x, y, width, height); make circle

void text(text); display text

void println(text); printout text

float dist(x1, y1, x2, y2); distance between two objects

void loop(); start draw()

~~in~~ void noLoop(); stop draw()

PImage loadImage(filename); load image