Function set-up: set up once

Draw loop: runs continuously as long as browser is open, runs 60fps

createCanvas within function set-up, creates canvas we will draw on. Important to set up canvas size

function: collection of code that makes it easier to interface with

all function statements end with a semicolon

Ellipse: (100, 100, 50, 50) = X, Y. Width, Height

Rectangle: X,Y, Width, Height, Radius

Point: a single pixel

To change width of point, on line above, enter strokeWeight([enter amount here]);

To control how each shape’s weight is, you have to set it at different parts of the code

Arcs: X, Y, Width, Height, Start (of Arc), Finish (of Arc)

angleMode: a way to change how angles are represented

angleMode (DEGREES);

noFill(); - removes fill

Never hard code – use concept of variables

String: a group of letters

Variables: help in terms of setting overall defaults and helps in terms of positioning . it gives program more flexibility. Its allowing yourself the ability to be able to modularize and move around certain aspects of your program

Workflow: build character -> implement variables

How to see current value of variable: console.log(); - inside of parentheses, type in variable

When declaring variables, do it all before the function setup.

Homework: build character using 5 variables (positioning, color, etc)