Interactive Media

The appropriate syntax for commenting on your code is **"// comment".**
Our fundamental coding software will be **p5js.**
Anything - shape, line, text - comes on the canvas based on its **linear code position.**

Fundamental Codes

- ➔ createcanvas(x length, y length)
- ➔ background(R,G,B)
- ➔ ellipse(center point coordinates, x length, y length)
- ➔ rect(top left corner coordinates, x length, y length)
- ➔ line(x1,y1,x2,y2)
- ➔ triangle(x1,y1,x2,y2,x3,y3)
- ➔ quad(x1,y1,x2,y2,x3,y3,x4,y4)
- ➔ arc (x,y,x length, y length, starting angle, ending angle)
- ➔ fill(R,G,B) to fill any shape; comes before shape
- ➔ noFill() means **canvas color**; comes before shape
- ➔ stroke(R,G,B) is the outline color of shape; default black
- ➔ strokeWeight(number) determines outline thickness
- ➔ noStroke means no outline
- ➔ rotate(angle)

Important: p5js code runs consistent loops; therefore, if a fill at the end of the code script says **green,** the next loop's item will fill shapes green again - unless filled otherwise.

frameCount is the fps of the program - fairly linear and can be used to move objects and/or increase their sizes.

let xPos = 0; is the **variable declaration syntax.**

For wheel arc spinning, ensure starting and ending angles **decrease at the same rate.**