

For this assignment, I created a worksheet tutorial with a sample usage of the p5.js library. p5.js is a library where you can create coded visuals on a canvas. It can be used to create animations, procedural art, and even simple games on the web.

In the tutorial, I show how it can be used to create a simple interactive background that draws a circle which follows our mouse cursor around the webpage. In the demo folder, I provide a template file that has the complete p5 library running in the local drive. I walk the reader through the use of canvases and coordinate variables to draw a circle that follows the mouse on the canvas. Then I walk the reader through adjusting the canvas CSS properties in the sketch file to turn it into a background for the webpage content and automatically resize itself to the window size.

Github Link to Tutorial Template:

[https://github.com/thelittlefloor/PUI-Aaron-Lee/tree/main/assignment\\_9/p5\\_tutorial](https://github.com/thelittlefloor/PUI-Aaron-Lee/tree/main/assignment_9/p5_tutorial)

Github Link to Worksheet

[https://github.com/thelittlefloor/PUI-Aaron-Lee/tree/main/assignment\\_9](https://github.com/thelittlefloor/PUI-Aaron-Lee/tree/main/assignment_9)