

Programming In Processing

Class #1: 2/6/08

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The most common methods that we'll want are called `setup()` and `draw()`.

How do we set up the window?

Use the "size" command in the "setup()" method.

(Words in bold in the examples should be replaced by NUMBERS.)

```
void setup() {  
    size(width, height);  
}
```

How do we create colors?

First, declare a color. Give it a name with no spaces that starts with a letter.

(Words in italics in the examples should be replaced by NAMES.)

```
color colorName;
```

Then, assign that color's Red, Green, and Blue values:

```
colorName = color(redValue, greenValue, blueValue);
```

What are some common colors?

Black: (0, 0, 0)
White: (255, 255, 255)
Red: (255, 0, 0)
Green: (0, 255, 0)
Blue: (0, 0, 255)

What are some other useful colors?

Cyan: (0, 255, 255)
Pink: (255, 0, 255)
Yellow: (255, 255, 0)

Can I create my own colors?
Absolutely!

How do we set the background of the window?

Use the "background" command in the "setup()" method:

```
background(your_color_name);
```

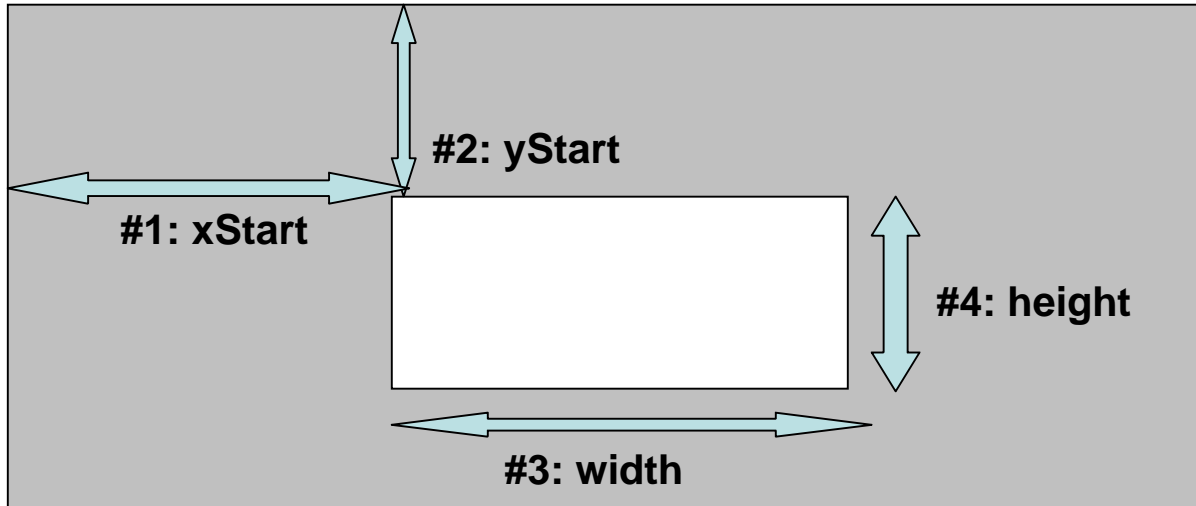
How do we create rectangles (or squares)?

Use the "rect" command in the draw() method. It takes four arguments:

- #1: horizontal distance from left (xStart)
- #2: vertical distance from top (yStart)
- #3: width
- #4: height

```
rect(xStart, yStart, width, height);
```

(You can create squares by using the same number for the width and the height.)



How do we create ellipses/ovals (or circles)?

Use the "ellipse" command in the draw() method. It takes four arguments:

- #1: horizontal distance from left (xStart)
- #2: vertical distance from top (yStart)
- #3: width
- #4: height

```
ellipse(xStart, yStart, width, height);
```

(You can create circles by using the same number for the width and the height.)

