Programming In Processing
Class #2: 2/13/08

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What did we cover last week?

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

```
void setup() {
      size(width, height);
      colorName = color(redValue, greenValue, blueValue);
      background(colorName);
}

void draw(){
      rect(xStart, yStart, width, height);
      ellipse(xStart, yStart, width, height);
}
```

What are some common colors?

Black:	(0, 0, 0)		
White:	(255, 255, 255)	Cyan:	(0, 255, 255)
Red:	(255, 0, 0)	Pink:	(255, 0, 255)
Green:	(0, 255, 0)	Yellow:	(255, 255, 0)
Blue:	(0, 0, 255)		

How do you change the fill color of a shape?

Use the fill() command, which takes a color as an argument.

```
void draw(){
      fill(colorName);
      // draw shape here
}
```

How do you change the outline color of a shape?

Use the stroke() command, which takes a color as an argument.

```
void draw(){
      stroke(colorName);
      // draw shape here
}
```

How do you change the thickness of a shape's outline?
Before using the stroke() command, use the strokeWeight command with some number to set the thickness of your shape's outline. (The normal strokeWeight is 1.)

```
void draw(){
      strokeWeight(5);        // thick outline
      // draw shape here
      strokeWeight(.8);       // thin outline
      // draw shape here
}
```

How do you draw triangles?
Triangles can be specified by three sets of x, y points; (x1, y1) for the first vertex, (x2, y2) for the second vertex, and (x3, y3) for the third vertex.

```
void draw(){
      triangle(x1, y1, x2, y2, x3, y3);
}
```

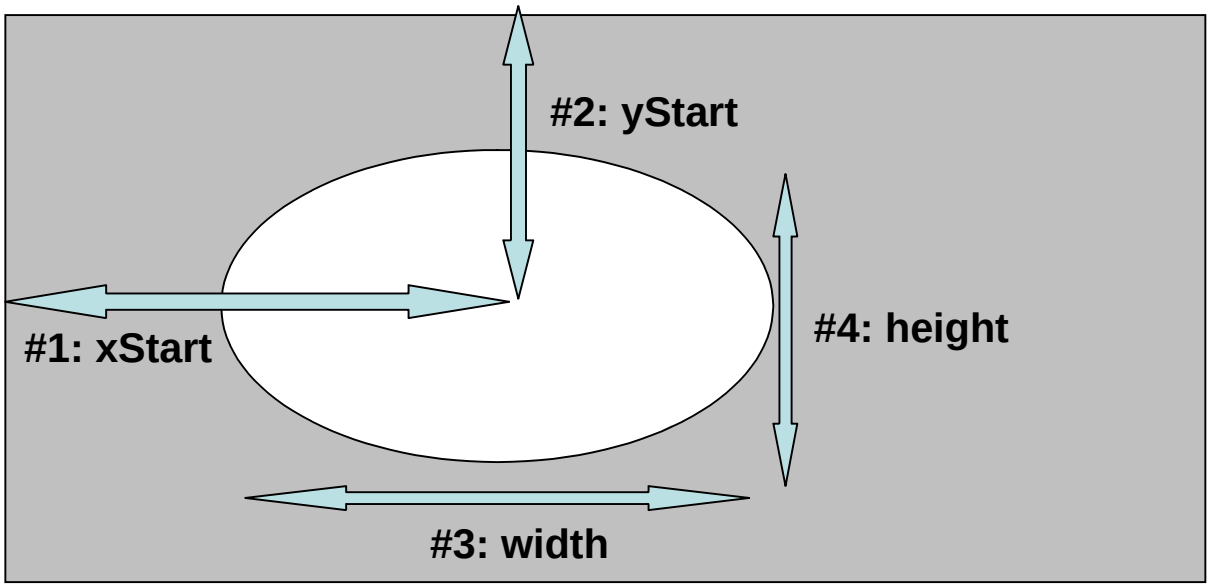
How do you draw custom shapes?
You start a shape with the beginShape() command and end it with the endShape command. In between, you can create vertices (points on the edge of your shape) by using the vertex command with two arguments: x and y.

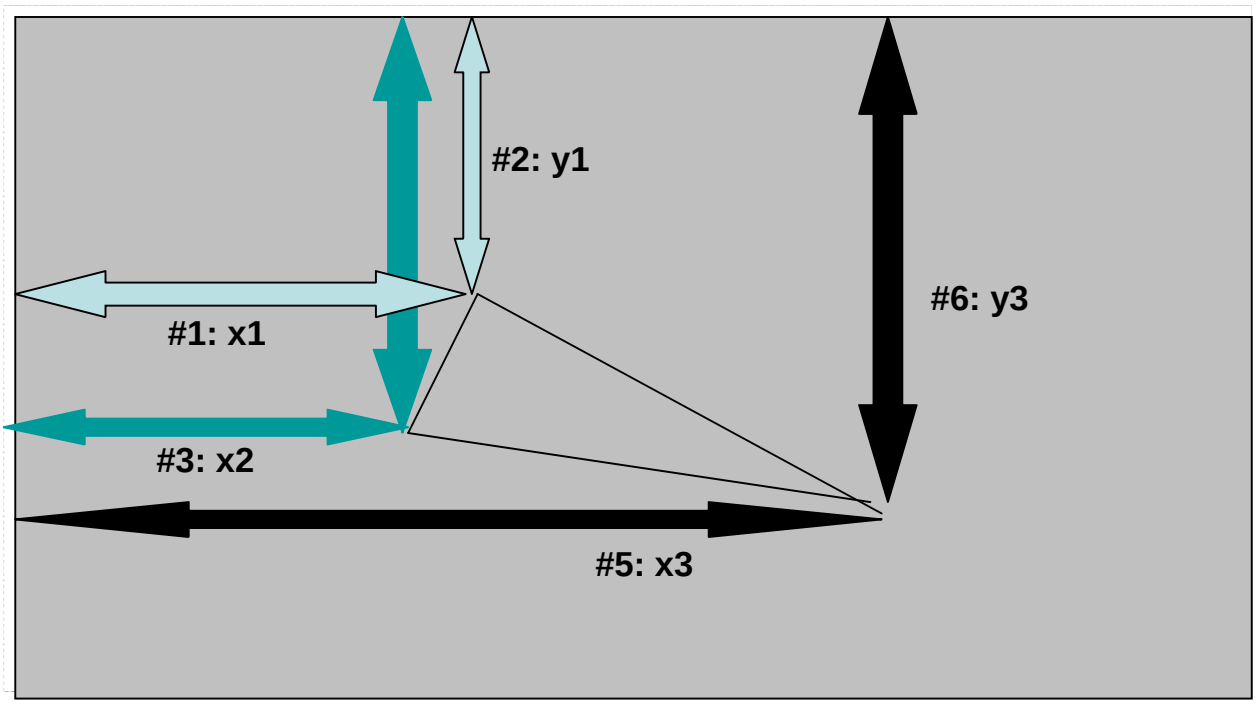
```
void draw(){
      beginShape();
      vertex(x1, y1);
      vertex(x2, y2);
      vertex(x3, y3);
      endShape();

}
```

By using endShape(CLOSE) instead of endShape(), you can close the edge of your shape.

```
void draw(){
      beginShape();
      vertex(x1, y1);
      vertex(x2, y2);
      vertex(x3, y3);
      endShape(CLOSE);
}
```






```
triangle(x1, y1, x2, y2 , x3, y3);
```