PROCESSING CHEAT SHEET

Content for this cheat sheet provided from http://www.surattack.com
Additional resources can be found at: http://www.processing.org/

Structure

```
void setup()
{ // runs only once.
}
void draw()
{ // runs repeatedly.
}
```

Comments/Debug

```
/* this is a multiline
comment. nothing between
here will be run or
executed */
// this is a single
// line comment
```

Data \ Variable Types

void (null return)
int (integer -32,768 to 32,767)
float (floating point / decimal numbers)
String (array of characters)

Basic Logic

```
If(mathematical statement)
{
    //true statement code here
}
else
{
    //false statement code here
}
```

rev 0.2

Basic Functions

size(width, height);
Sets main window size in pixels.
background(color);
Sets window background color..
frameRate(fps);
Sets the applications FPS.
print(string);
Writes a string to the Console.
println(string);
Writes a string to the Console with a CRLF.

delay(milliseconds);
Places a wait or delay in milliseconds.

Global Variables

width: Returns sketch's width in pixels.
height: Returns sketch's height in pixels
mouseX, mouseY: Returns the current mouse pointer's X or Y axis coordinate
pmouseX, pmouseY : Returns previous mouse pointer's X or Y axis coordinate
frameCount : Return's sketch's current frame.
frameRate : Returns sketch's current FPS.

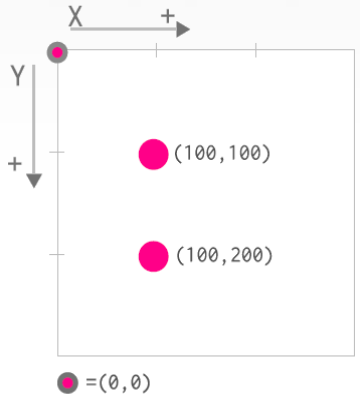
Other shapes

```
point(x1, y1);
triangle(x1, y1, x2, y2,
x3, y3);
quad(x1, y1, x2, y2, x3,
y3, x4, y4);
```

Shapes Border, Stroke, & Fill

fill(red,green,blue);
Sets the filling color for next shape to draw 0-255.
noFill();
Disables filling for the next shape.
stroke(Red,Green,Blue);
Sets the stroke/border color for next shape to draw 0-255.
noStroke();
Disables border for the next shape as well as lines.

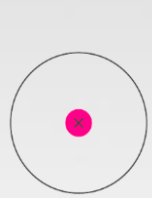
Coordinate System



Top left corner of each sketch is the (0,0) point. That axis changes when we make use of the `translate()` function.

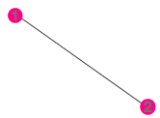
Minimum measurement unit in a computer screen is a **Pixel**.

Basic Geometry



`ellipse(x,y, w,h);`
Draws an ellipse centered in positiion (x,y) and with size "width"(w) and "height"(h).

`rect(x, y, w, h);`
Draws a rect anchored at the top left corner, in position (x, y) and with a size "width" (w) and "height" (h).



`line(x1, y1, x2, y2);`
Draws a line from (x1, y1) to (x2, y2)

Time & Date

day();
Returns the numeric day of the month.
hour();
Returns the current hour.
minute();
Returns the current minute.
second();
Returns the current second.