

## Basic Processing

```
size(width,height);           // open window with specified dimensions
```

- “other aspects” - set modes that affect subsequent drawing commands

- set line-drawing color

```
stroke(gray);                 // grayscale; value is 0-255  
stroke(r,g,b);                // RGB color; values are 0-255  
stroke(r,g,b,a);              // RGB color with transparency (a);  
                               // values are 0-255
```

- set fill color

```
fill(gray);                   // grayscale; value is 0-255  
fill(r,g,b);                  // RGB color; values are 0-255  
fill(r,g,b,a);                // RGB color with transparency (a);  
                               // values are 0-255  
noFill();                     // do not fill area
```

- shape modes

```
rectMode(CORNER);             // interpret values as left,top,width,height  
ellipseMode(CORNER);         // interpret values as left,top,width,height  
rectMode(CENTER);            // interpret values as centerx,centery,width,height  
ellipseMode(CENTER);         // interpret values as centerx,centery,width,height
```

- drawing commands – draw something on the screen

- clear the background to the specified color

```
background(gray);             // grayscale; value is 0-255  
background(r,g,b);            // RGB color; values are 0-255  
background(r,g,b,a);          // RGB color with transparency (a);  
                               // values are 0-255
```

- draw shapes

```
line(x1,y1,x2,y2);            // draw a line from (x1,y1) to (x2,y2)  
point(x,y);                   // draw a point at (x,y)  
rect(x,y,w,h);                // draw rectangle (*)  
ellipse(x,y,w,h);             // draw ellipse (*)
```

(\*) The meaning of (x,y) depends on the mode (CENTER or CORNER).