

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
}
```

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 the
previous mouse pointer's X or Y axis
coordinate
frameCount: Return's sketch's
current frame.
frameRate: Returns sketch's current
FPS.
```

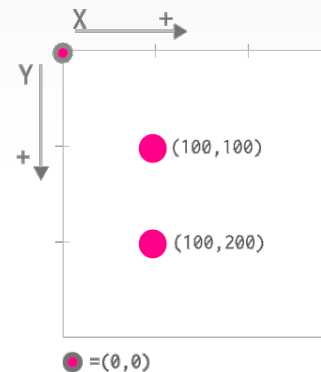
Other shapes

```
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

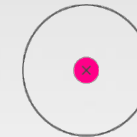


Top left corner of each sketch is the (0,0) point. That axis changes when we make use of the `translate()` function.

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

Basic Geometry

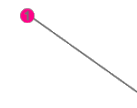
Anchor point



```
ellipse(x,y, w,h);
Draws an ellipse centered in position (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.
```