Processingjs.org
Click Sketchpad.cc in right column
Click create new sketch button
Scroll to bottom of text on left
Click the last line
Hold backspace down to delete all the text OR
Select all the text and delete it

On left-hand side text area, ENTER
the following. Text you type will be in a box.

```
size(300,300);
line(0,0,200,200);
```
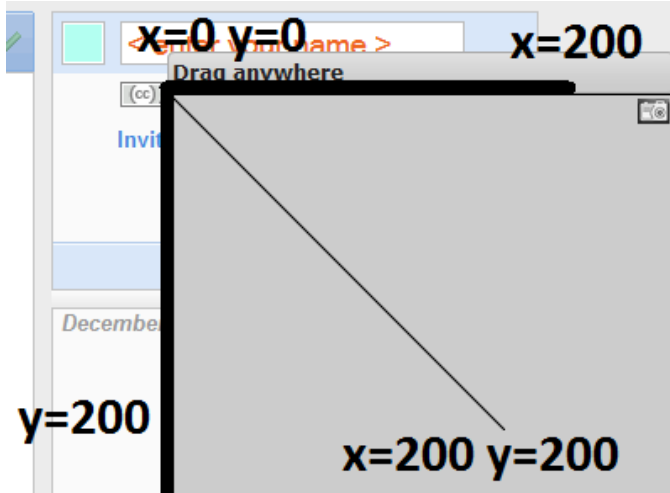
Click ▶ to run a program.

Click ⏸ to stop a program.
Running program looks like this.

Lines preceded by // are termed "comments" and can be omitted when typing the program.

```
size(300,300);
line(0,0,200,200);
//Red Green Blue amount, each 0 to 255
fill(255,0,0);
stroke(0,255,0);
//brush stroke width in screen dots
strokeWeight(4);
ellipse(100,100,150,50);
```

The names mouseX and mouseY represent the current X and Y values of the cursor location. Type the next program then move the mouse around the window with the rectangle.

Processing.js : Reference / Code search / Settings / Examples

Click Reference or Examples to learn more!!

Drag anywhere


```
size(300,300);
void draw() {
rect(mouseX, mouseY,100,50);
}
```

Try this variation. What's the difference?

```
size(300,300);
void draw() {
background(255,255,0);
fill(0,0,255);
rect(mouseX, mouseY,100,50);
}
```

Drag anywhere

Why does the movement stop at the top and left?

```
size(300,300);
int i = 0;
void draw() {
// % is remainder on division
i = (i + 1) % 300;
line(i,0,300,i);
}
```

What does the above program draw? Why?

```
size(300,300);
int velocityX=2, velocityY=3;
int x=100, y=100;
void draw() {
ellipse(x, y, 50, 50);
x = x + velocityX;
y = y + velocityY;
if (x < 0) velocityX = -velocityX;
if (y < 0) velocityY = -velocityY;
if (x > 300) velocityX = -velocityX;
if (y > 300) velocityY = -velocityY;
}
```