

Special methods

method name	what it is
setup()	the first method that's called
draw()	the second method that's called, repeatedly

Other useful methods

method name	what it is
random()	picks a random number
frameRate()	assigns a frame rate (how often draw() is called)

Special variables

method name	what it is
mouseX	x-coordinate of the mouse (on the canvas)
mouseY	y-coordinate of the mouse (on the canvas)
mousePressed	“true” if the mouse has been clicked
width	width of your canvas
height	height of your canvas
frameRate	the current frame rate

Common drawing methods

method name	what it is
point()	a single pixel
line()	straight lines
curve(), bezier()	curved lines
rect()	rectangle (and squares)
ellipse()	ellipses (and circles)
beginShape(), endShape(), vertex()	custom shapes

Common colour/style methods

method name	what it is
background()	change the colour of the background
stroke()	change the colour of the stroke
strokeWeight()	change the thickness of the stroke
noStroke()	empty stroke
fill()	change the colour of the fill
noFill()	empty fill

Common mouse-behaviour methods

method name	what it is
<code>mouseClicked()</code>	called when the mouse button is pressed and then released
<code>mousePressed()</code>	called when the mouse button is pressed
<code>mouseReleased()</code>	called when the mouse button is released
<code>keyTyped()</code>	called when a key is pressed and then released
<code>keyPressed()</code>	called when a key is pressed
<code>keyReleased()</code>	called when a key is released