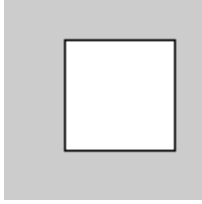


## P5 Cheat Sheet (Project I)

Our class website is at: <http://www.gildedgreen.com/creativecode>

### Drawing Shapes

#### **rect()** // Draws a rectangle

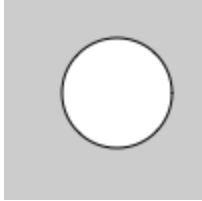


```
rect(x, y, w, h);  
rect(x, y, w, h, r);
```

#### Parameters

x float: x-coordinate of the rectangle  
y float: y-coordinate of the rectangle  
w float: width of the rectangle  
h float: height of the rectangle  
r float: radii for all four rounded corners (optional)

#### **ellipse()** // draws an ellipse or circle

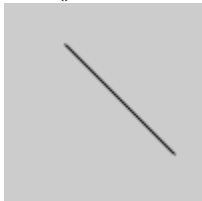


```
ellipse(x, y, w, h);
```

#### Parameters

x float: x-coordinate of the ellipse  
y float: y-coordinate of the ellipse  
w float: width of the ellipse  
h float: height of the ellipse

#### **line()** // draws a line



```
line(x1, y1, x2, y2);
```

#### Parameters

x1 float: x-coordinate of the first point  
y1 float: y-coordinate of the first point  
x2 float: x-coordinate of the second point  
y2 float: y-coordinate of the second point

**triangle() // draws a triangle**



```
triangle(x1, y1, x2, y2, x3, y3);
```

Parameters

x1 float: x-coordinate of the first point  
y1 float: y-coordinate of the first point  
x2 float: x-coordinate of the second point  
y2 float: y-coordinate of the second point  
x3 float: x-coordinate of the third point  
y3 float: y-coordinate of the third point

## Setting Colors

**fill() // selects the fill color for the shapes drawn**

```
fill(r, g, b);  
fill(r, g, b, a);
```

Parameters

r float: red value from 0-255  
g float: green value from 0-255  
b float: blue value from 0-255  
a float: alpha (transparency) value from 0-255

You can use an online Color Picker ( <https://colorpicker.me/> ) to find the RGB values for any color

**stroke() // selects the line color for the shapes drawn**

```
stroke(r, g, b);  
stroke(r, g, b, a);
```

Parameters:  
r float: red value from 0-255  
g float: green value from 0-255  
b float: blue value from 0-255  
a float: alpha (transparency) value from 0-255

**strokeWeight() // sets thickness of line**

```
strokeWeight(x);
```

Parameters:

x float: number representing how thick the line is

**noStroke(); // makes shapes have no outline**

**noFill(); // makes shapes have no filling**