void setup() 🡨 The setup() function is called once when the program starts. It's used to define initial enviroment properties such as screen size and background color and to load media such as images and fonts as the program starts. There can only be one setup() function for each program and it shouldn't be called again after its initial execution. Note: Variables declared within setup() are not accessible within other functions, including draw().

{

size(720, 720); 🡨 Defines the dimension of the display window in units of pixels. The size() function must be the first line of code, or the first code inside setup(). Any code that appears before the size() command may run more than once, which can lead to confusing results. The system variables width and height are set by the parameters passed to this function. If size() is not used, the window will be given a default size of 100x100 pixels.  The size() function can only be used once inside a sketch, and it cannot be used for resizing.

noCursor(); 🡨Removes cursor from display window

}

void draw() {

colorMode(HSB, 360, 100, 100); 🡨 Changes the way Processing interprets color data. By default, the parameters for fill(), stroke(), background(), and color() are defined by values between 0 and 255 using the RGB color model. colorMode() function is used to change the numerical range used for specifying colors and to switch color systems. For example, calling colorMode(HSB, 360,100,100) will specify that values are specified between 0 and 1.

rectMode(CENTER); 🡨Modifies the location from which rectangles are drawn by changing the way in which parameters given to rect() are intepreted. rectMode(CENTER) interprets the first two parameters of rect() as the shape's center point, while the third and fourth parameters are its width and height. The parameter must be written in ALL CAPS

noStroke();

background(mouseY/2, 100, 100); 🡨 The background() function sets the color used for the background of the Processing window. The default background is light gray. This function is typically used within draw() to clear the display window at the beginning of each frame, but it can be used inside setup() to set the background on the first frame of animation or if the backgound need only be set once.

fill(360-mouseY/2, 100, 100); 🡨 Sets the color used to fill shapes. For example, if you run fill(204, 102, 0), all subsequent shapes will be filled with orange. This color is either specified in terms of the RGB or HSB color depending on the current colorMode(). (The default color space is RGB, with each value in the range from 0 to 255.)

rect(360, 360, mouseX+1, mouseX+1); 🡨 Draws a rectangle to the screen. A rectangle is a four-sided shape with every angle at ninety degrees. By default, the first two parameters set the location of the upper-left corner, the third sets the width, and the fourth sets the height. The way these parameters are interpreted, however, may be changed with the rectMode() function.