

P5JS Functions Cheat Sheet

Shape functions

```
ellipse(x,y,w,h);  
rect(x,y,w,h);  
line(x1,y1,x2,y2);  
point(x,y);  
rectMode(MODE);  
ellipseMode(MODE);  
beginShape();  
vertex(x,y);  
vertex(x,y);  
endShape(CLOSE);
```

Color functions

```
fill(r,g,b,a);  
stroke(r,g,b,a);  
noStroke();  
background(r,g,b);
```

Conditionals

```
if(test1){  
    //if test1 is true  
}else if(test2){  
    //if test1 is false but test2 is true  
}else{  
    //if both tests are false  
}
```

For loops

```
for(var x=0;x<width,x=x+1){  
    //do something  
}
```

While loops

```
int x=0;  
while(x<width){  
    x=x+1;  
}
```

Class Definition

```
class Dot {
  constructor(x, y) {
    this.x = x;
    this.y = y;
  }

  display() {
    fill(255, 0, 0, 100);
    ellipse(this.x, this.y, 20, 20);
  }
}
```

Media and loading media

```
loadImage(path);
image(img, 0, 0);
loadJSON(path, callback)
setInterval(functionName, 1000);
```

Extras:

```
map(value, x1, y1, x2, y2);
dist(x1, y1, x2, y2);
constrain(constrain(amt, low, high);
```