

JavaScript Commands

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Shapes

Draw a rectangle: `rect(x, y, w, h);`

Draw a ellipse: `ellipse(x, y, w, h);`

Draw a line: `line(x1, y1, x2, y2);`

Draw a point: `point(x, y);`

Color

Background Color: `background(r, g, b);`

Fill Color: `fill(r, g, b);`

Stroke Color: `stroke(r, g, b);`

Thickness: `strokeWeight(thickness);`

No Fill: `noFill();`

No Stroke: `noStroke();`

Variables

Declare a variable: `var variableName = value;`

Animations

Make a Loop: `var draw = function() { Animation Code };`

Text

`text("text", x, y);` Must have a fill color before

If Commands

`if(variable name>integer) {Something that happens when variable is larger than a number}`

Key Presses

```
if (keyIsPressed && keyCode === UP) {Something that happens when key is pressed}
```