PROCESSING QUICK REFERENCE

Variables/Constants:
displayHeight, displayWidth, width, height, HALF_PI, PI, QUARTER_PI, TWO_PI

Data Types
boolean, char, int, float, PImage, String

Conversion Functions
int(), float(), degrees(), radians()

Relational and Logical Operators

!= (inequality)	< (less than)	<= (less than or equal to),
== (equality)	> (greater than)	>= (greater than or equal to)
! (logical NOT)	&& (logical AND)	|| (logical OR)

Loops
```
for (init; test; update)          while (expression) {
  Statements                          Statements
}                                  }
```

If-Statement
```
if (test) {          if (expression) {        if (expression) {
  statements           statements                 statements
}                    } else {                 } else if (expression){
                       Statements                 …
                     }
```

2D Primitives
arc(), ellipse(), line(), point(), quad(), rect(), triangle(), text(), textSize()

Curves
curve(), curveTightness()

Attributes
ellipseMode(), noSmooth(), rectMode(), smooth(), strokeCap(), strokeJoin(), strokeWeight()

Vertex
beginShape(), curveVertex(), endShape(), vertex()

Mouse
mouseClicked(), mouseDragged(), mousePressed(), mouseReleased(), mouseX, mouseY, pmouseX, pmouseY

Keyboard
keyPressed(), keyReleased(), keyTyped()

PROCESSING QUICK REFERENCE

Text Area Output
print(), println()

Transform
popMatrix(), pushMatrix(), rotate(), scale(), translate()

Setting
background(), clear(), fill(), noFill(), noStroke(), stroke(), color()

Image
PImage, image() loadImage()

Calculation
abs(), ceil(), constrain(), dist(), exp(), floor(), lerp(), log(), mag(), map(), max(), min(), norm(), pow(), round(), sq(), sqrt()

Trigonometry
acos(), asin(), atan(), atan2(), cos(), sin(), tan()

Random
random(), noise()