

Setup	background(r, g, b)	Set the background to r, g, b
Color	color(r, g, b)	Set the currnt color to (r, g, b) if in RGB space
Color	colorMode(mode)	Set the color specification mode to RGB or HSB
Setup	draw()	The function that gets called over and over to draw your scene
Drawing	fill(c)	Fill using the color c
Variables	height	Screen height in pixels
Shapes	line(x0, y0, x1, y1)	Draw a line
Setup	loop()	Starts automatic calling of draw()
Shapes	point(x, y)	Put a dot at (x,y)
Printing	println(s)	Print the string into the console, adding a return
Shapes	quad(x0, y0, x1, y1, x2, y2, x3, y3)	Draw a quadrilateral
Randomness	random(low, high)	Return a random number between low and high
Shapes	rect(cx, cy, w, h)	Draw a rectangle in CENTER mode
Shapes	rect(ulx, uly, llx, lly)	Draw a rectangle in CORNERS mode
Shapes	rect(ulx, uly, w, h)	Draw a rectangle in CORNER mode
Shapes	rectMode(m)	CORNER, CORNERS, CENTER, RADIUS
Setup	setup()	The function that gets called when your program starts
Printing	status(s)	Print a string into the status area
Drawing	stroke(c)	Outline using the color c
Drawing	strokeWeight(w)	Thickness of the outline
Variables	width	Screen width in pixels