

Getting Started with p5.js: A Comprehensive Guide for Beginners

p5.js is an open-source JavaScript library that makes it easy to create creative coding projects. It is designed to be accessible to beginners, but it is also powerful enough for experienced programmers. With p5.js, you can create interactive visualizations, animations, games, and more.



Getting Started with p5.js: Making Interactive Graphics in JavaScript and Processing (Make: Technology on Your Time) by Lauren McCarthy

★★★★☆ 4.6 out of 5

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Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 317 pages



Setting Up p5.js

To get started with p5.js, you can either download the library from the official website or use a CDN. Once you have downloaded the library, you need to include it in your HTML file.

```
<script src="p5.js"></script>
```

Once you have included the library, you can create a new p5.js sketch. A sketch is a JavaScript function that is called when the page loads. The

sketch function is passed two parameters: **setup** and **draw** .

```
javascript function setup(){}
```

```
function draw(){}
```

The **setup** function is called once when the page loads. It is used to initialize your sketch. The **draw** function is called repeatedly, and it is used to draw the sketch.

Drawing Shapes

p5.js provides a variety of functions for drawing shapes. These functions include **rect** , **circle** , **ellipse** , **line** , and **point** .

```
javascript rect(x, y, width, height);
```

```
circle(x, y, radius);
```

```
ellipse(x, y, width, height);
```

```
line(x1, y1, x2, y2);
```

```
point(x, y);
```

You can also use the **fill** and **stroke** functions to change the fill and stroke color of the shapes.

```
javascript fill(red, green, blue);
```

```
stroke(red, green, blue);
```

Animation

p5.js makes it easy to create animations. You can use the `loop` function to create a continuous animation. The `loop` function is called repeatedly, and it is used to draw the animation.

```
javascript function loop(){}
```

You can also use the `frameCount` variable to keep track of the number of frames that have been drawn. This variable can be used to create animations that change over time.

```
javascript var frameCount = frameCount;
```

User Interaction

p5.js provides a variety of functions for user interaction. These functions include `mousePressed`, `mouseReleased`, `mouseMoved`, and `keyPressed`.

```
javascript if (mousePressed){}
```

```
if (mouseReleased){}
```

```
if (mouseMoved){}
```

```
if (keyPressed){}
```

You can also use the `createCanvas` function to create a canvas that is responsive to the size of the window.

```
javascript createCanvas(windowWidth, windowHeight);
```

p5.js is a powerful tool for creative coding. It is easy to learn and use, and it can be used to create a wide variety of projects. If you are interested in getting started with creative coding, I encourage you to give p5.js a try.



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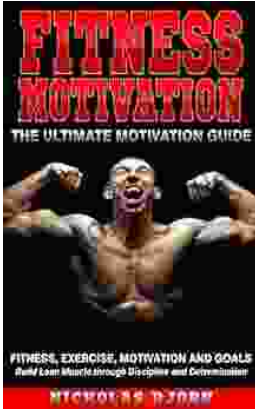
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