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chapters of content including video, sound, data visualization, and networking. For more, visit the Learning Processing website. Dan Shiffman says, "This book tells a story.

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10 Learning Processing. By adding the stroke( ) and fill( ) functions before the shape is drawn, we can set the color. It is much like instructing your friend to use a specific pen to draw on the graph paper. You would have to tell your friend before he or she starting drawing, not after.

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stroke() specifies the color for the outline of the shape, and the fill() specifies the color for the interior of that shape. Lines and points can only have stroke(), for obvious reasons. If you forget to specify a color, Processing will use black (0) for the stroke() and white (255) for the. fill() by default.

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Explanation : `rect ()` is used to draw a two dimensional rectangle on the screen with four parameters (x,y,w,h). The first two coordinates (x, y) are used to set the starting position in the top left corner, the third coordinate to set width, and the fourth

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to set the height of the rectangle.

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