

Structure

```
preload()
setup()
draw()
remove()
noLoop()
loop()
push()
pop()
redraw()
```

Rendering

```
createCanvas()
resizeCanvas()
noCanvas()
createGraphics()
blendMode()
```

Environment

```
print()
frameCount
focused
cursor()
frameRate()
noCursor()
displayWidth
displayHeight
windowWidth
windowHeight
windowResized()
width
height
fullscreen()
pixelDensity()
displayDensity()
getURL()
getURLPath()
getURLParams()
```

Color

Creating & Reading

```
alpha()
blue()
brightness()
color()
green()
hue()
lerpColor()
red()
saturation()
```

Setting

```
background()
clear()
colorMode()
fill()
noFill()
noStroke()
stroke()
```

Constants

```
HALF_PI
PI
QUARTER_PI
TAU
TWO_PI
```

Text

```
textAlign()
textLeading()
textSize()
textStyle()
textWidth()
textAscent()
textDescent()
loadFont()
text()
textFont()
p5.Font
```

Shape 2D

```
arc()
ellipse()
line()
point()
quad()
rect()
triangle()
```

Shape Attributes

```
ellipseMode()
noSmooth()
rectMode()
smooth()
strokeCap()
strokeJoin()
strokeWeight()
```

Curves

```
bezier()
bezierPoint()
bezierTangent()
curve()
curveTightness()
curvePoint()
curveTangent()
```

Vertex

```
beginContour()
beginShape()
bezierVertex()
curveVertex()
endContour()
endShape()
quadraticVertex()
vertex()
```

Transform

```
applyMatrix()
resetMatrix()
rotate()
rotateX()
rotateY()
rotateZ()
scale()
shearX()
shearY()
translate()
```

Image

```
createImage()
saveCanvas()
saveFrames()
p5.Image
Loading & Displaying
loadImage()
image()
tint()
noTint()
imageMode()
```

Pixels

```
pixels
blend()
copy()
filter()
get()
loadPixels()
set()
updatePixels()
```

Math

```
createVector()
p5.Vector
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()
degrees()
radians()
angleMode()
```

Random

```
randomSeed()
random()
randomGaussian()
```

Noise

```
noise()
noiseDetail()
noiseSeed()
```

Time & Date

```
day()
hour()
minute()
millis()
month()
second()
year()
```

Array Functions

```
append()
arrayCopy()
concat()
reverse()
shorten()
shuffle()
sort()
splice()
subset()
```

Events**Acceleration**

```
deviceOrientation
accelerationX
accelerationY
accelerationZ
pAccelerationX
pAccelerationY
pAccelerationZ
rotationX
rotationY
rotationZ
pRotationX
pRotationY
pRotationZ
setMoveThreshold()
setShakeThreshold()
deviceMoved()
deviceTurned()
deviceShaken()
```

Keyboard

```
keysPressed
key
keyCode
keyPressed()
keyReleased()
keyTyped()
keysDown()
```

Mouse

```
mouseX
mouseY
pmouseX
pmouseY
winMouseX
winMouseY
pwinMouseX
pwinMouseY
```

mouseButton

```
mouseClicked()
doubleClicked()
mouseReleased()
```

mouseClicked()

```
mouseClicked()
doubleClicked()
mouseWheel()
```

Touches

```
touches
touchStarted()
touchMoved()
touchEnded()
```

Input

```
loadJSON()
loadStrings()
loadTable()
loadXML()
httpGet()
httpPost()
httpDo()
```

Output

```
save()
saveJSON()
saveStrings()
saveTable()
trim()
```

Data

```
Dictionary
p5.TypedDict
p5.NumberDict
```

Table

```
p5.Table
p5.TableRow
```

XML

```
p5.XML
```

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P5 Quick-Reference