language processing

```
Void    set up () {
    Size (1200,1000);          a    size ( 1200,1000, P3D);
    frame Rate (...);
            ↳ change rate of change
}

void    draw () {  →  handler  that  is  called  20  times  per second

    line (0, 0,  200, 200);    // draw  a  line  from  (0,0),(200,200)
          x₀ y₀    x₁  y₁

    translate (...,...);    // move  origin.
    scale (...,...);    // scales  axis

}
Width , heigth  =>  variables  that  contain  respectively  size  of the
                                                            screen.

rotate... (....);
        y      ↳ in radians
        x
        z
        w
        que ore

Void        mouse Moved () { }
```