Cheat Sheet
Basic Java Commands & Concepts

Naming Conventions
1. Names of programs start with a capital letter
2. Names of variables and functions are lower case letters
3. No spaces between words but each subsequent words begins with a capital letter is called "Camel Case" or using underscores between words (older form or unix and MS based) is "Snake Case."

Number Conventions
Numbers start at 0 (for example first ten digits are 0,1,2,3,4,5,6,7,8,9)
Based on 8-Bit architecture of 2^8 (i.e 256 values) ranging from 0 to 255
0 is full off, 255 is full on, 63 is the first quarter, 127 is half and 191 is the three quarter value

Output Window
size(width, height);
background(colour) ;

Colour
0 is Black, 255 is White, Everything in between is a Shade of Grey
Red, Green, Blue and Additive Light Colours (Cyan, Magenta, Yellow)
Opacity effects, append 0 (Transparent) to 255 (Opaque) to colour value or black/white value

Lines and Borders of Shapes
stroke( );
noStroke( );
strokeWeight();

Filling With Colour
fill( );
noFill( );

Shapes
point(x, y);
line(x1, y1, x2, y2);
rect(x, y, width, height);
note: x, y represent the top left corner of the rectangle
appending another value (or argument) rounds corners

ellipse(x, y, width, height);
note: x, y represent the centre of the ellipse

triangle(x1, y1, x2, y2, x3, y3);
quad(x1, y1, x2, y2, x3, y3, x4, y4);

Text
text("Hello World", x, y);
textSize( );

Variables

int	x = 0;	integers don't have decimals
float	y = 1.23;	floats have decimals
boolean	play = true;	either True or False
char	initial = "H"	
String	name = "Kevin";	strings of characters are words

Conditional Statements

if (conditional)	equal to	==		and	&&
	not equal to	!=		or	||
{	greater than	>=			
	less than	<=			
}					

Loops

for(int i = 0; i < number of loops; i = i + 1);   note: shorthand version of "i = i + 1"
{   is "i++"

}

Modules

Key Modules

void setup( )   void draw( )
{   {

}   }

Common Modules

void keyPressed( )   void keyReleased( )
{   void mousePressed( )
    int k = keyCode;
    if (k = = LEFT)
    {

    }
}

You can also create a module for anything else that you would like to use but you need to "call" the module in your program (usually in the void draw).

References:

processing.org

coding-club.weebly.com