

```
// Example Processing program

int width = 500; // screen width

// called just once at the start of program execution
void setup()
{
  size(width,width); // set size of screen (in pixels)
}

// called repeatedly, usually used to draw on screen
void draw()
{
  background (255, 255, 255); // set background color to white

  noStroke(); // don't draw shape outlines
  fill (255, 0, 0); // fill with red color

  // draw a rectangle
  rect (100.0, 100.0, 130.0, 130.0);

  // draw a circle
  float x = width / 2.0;
  float y = width / 2.0;
  ellipse (x, y, 10.0, 10.0);
}
```