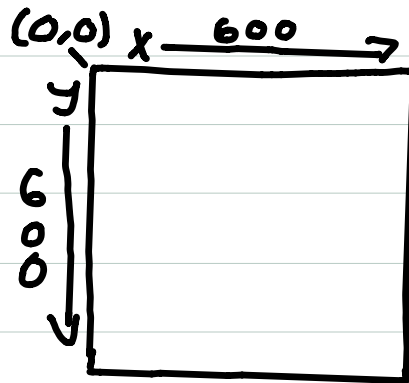


1. Pixel grids

- Every Pixel on screen is a Coordinate (x, y). (0,0) is in the top left corner.

2. Canvas "Size"

- `Size (600, 600);` - Controls the size of the canvas
Function Argument End of Period



3. Functions and Arguments

- A function works as an **action command**.
- An argument is a **specification** for the action command.

4. Basic Shapes

- | | | | |
|-------|------|-----------|---------|
| • | | ▭ | ○ |
| Point | Line | Rectangle | Ellipse |

5. Shades of Gray

- ON a scale of 0-255
Black White

6. Syntax

- Code is Case sensitive!

7. RGB

- Fill (0, 0, 255)

A' G' B

a. Ranges for each value = 0 → 255

Examples:

1. Fill (0, 255, 0) - This will be Green!

2. Fill (255, 255, 0) - This will be Yellow!

★ Color Selector! Go to Tools → Color Selector.