

Lesson 7: Background() and Ref Guide

Lesson aim:

To learn about two vital new tools - the background() function, and the reference guide.

Why:

Programmers every day have to use reference guides - there are so many different functions that no one can remember them all at once! Background adds depth to our programs. We will use it in nearly every program after this. Almost all professional apps use coloured backgrounds!

New function: background

What do you think `background()` does? Write down your guess:

Try the following and see if you were right:

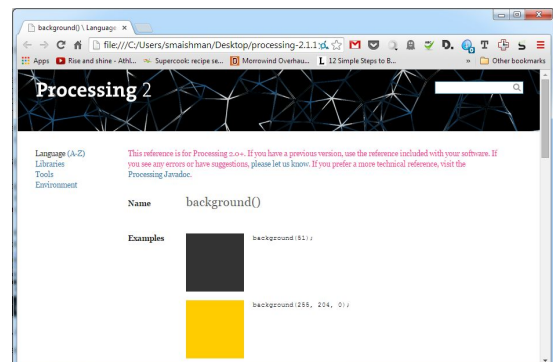
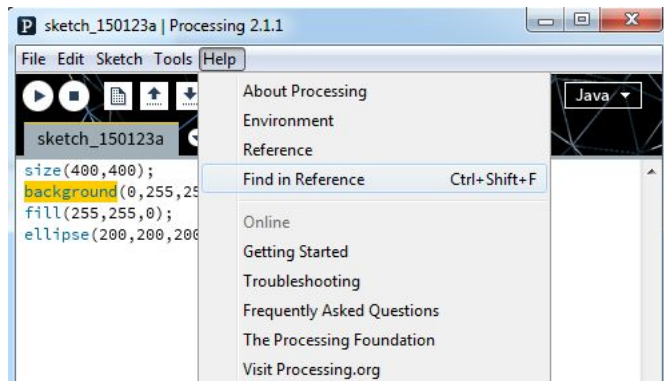
```
size(400,400);
background(0,255,255); //try the program without this; what changes?
fill(255,255,0);
ellipse(200,200,200,300);
```

How can we tell what `background()` does? You probably have a good idea now, but we're now going to introduce a cool part of processing that will tell you exactly what any function does.

Introducing ... the REFERENCE GUIDE!

On the previous program:

- **Double click** on the word "`background`", it should be highlighted in yellow (right →).
- Now go to "**Help**" at the top of the editor.
- Select the option "**Find in Reference**" (background should still be highlighted).



- Select this - a web browser should open with all the data about the “background” function. (Above right). It has examples and an explanation from the people who made processing.

You can find out about any of the functions in processing by following the previous steps on that function.

Task:

- Create a new program with a name starting with “**Lesson7**”
- Use all your skills with the functions to create a spaceship. This program should have at least one use of each of the following: `ellipse()`, `rect()`, `fill()` and `background()`