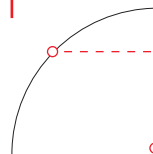
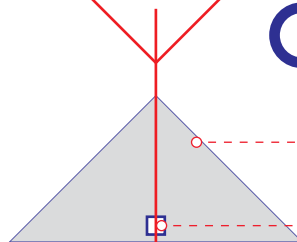
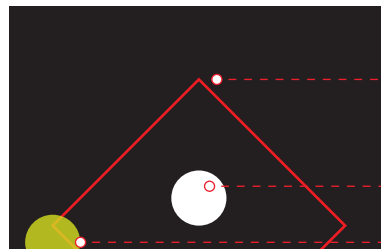
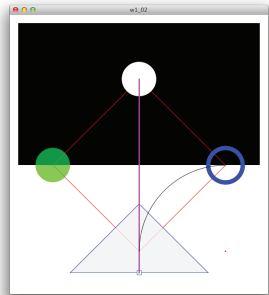


Drawing order in a Processing sketch

Output Display window



1st

2nd

3rd

4th

5th

6th

7th

8th

9th

10th

`void draw() {`
execute the lines of code contained inside this function until the program stops.
`}`

```

void setup() {
  size(600, 650);
}

void draw() {
  background(255);

  // black rectangle
  fill(0);
  rectMode(CORNER);
  noStroke();
  rect(20, 20, 560, 330);

  // quad
  stroke(255, 0, 0);
  noFill();
  strokeWeight(1);
  quad(300, 150, 100, 350, 300, 550, 500, 350);

  // top circle
  fill(255); // white
  noStroke();
  ellipse(300, 150, 80, 80);

  // left circle
  fill(0, 255, 0, 150);
  noStroke();
  ellipse(100, 350, 80, 80);

  // right circle
  noFill();
  strokeWeight(10);
  stroke(0, 0, 255);
  ellipse(500, 350, 80, 80);
  strokeWeight(1);

  // triangle
  fill(240, 200);
  triangle(300, 440, 140, 600, 460, 600);

  // rectangle on the bottom of the triangle
  fill(255);
  stroke(0, 0, 255);
  rectMode(CENTER);
  rect(300, 600, 10, 10);

  // line between two points
  stroke(238, 23, 250);
  strokeWeight(3);
  line(300, 150, 300, 600);

  // arc
  stroke(0);
  noFill();
  strokeWeight(1);
  arc(500, 550, 400, 400, PI, PI+HALF_PI);

  // point
  stroke(255, 0, 0);
  strokeWeight(3);
  point(500, 550);
}

```

