



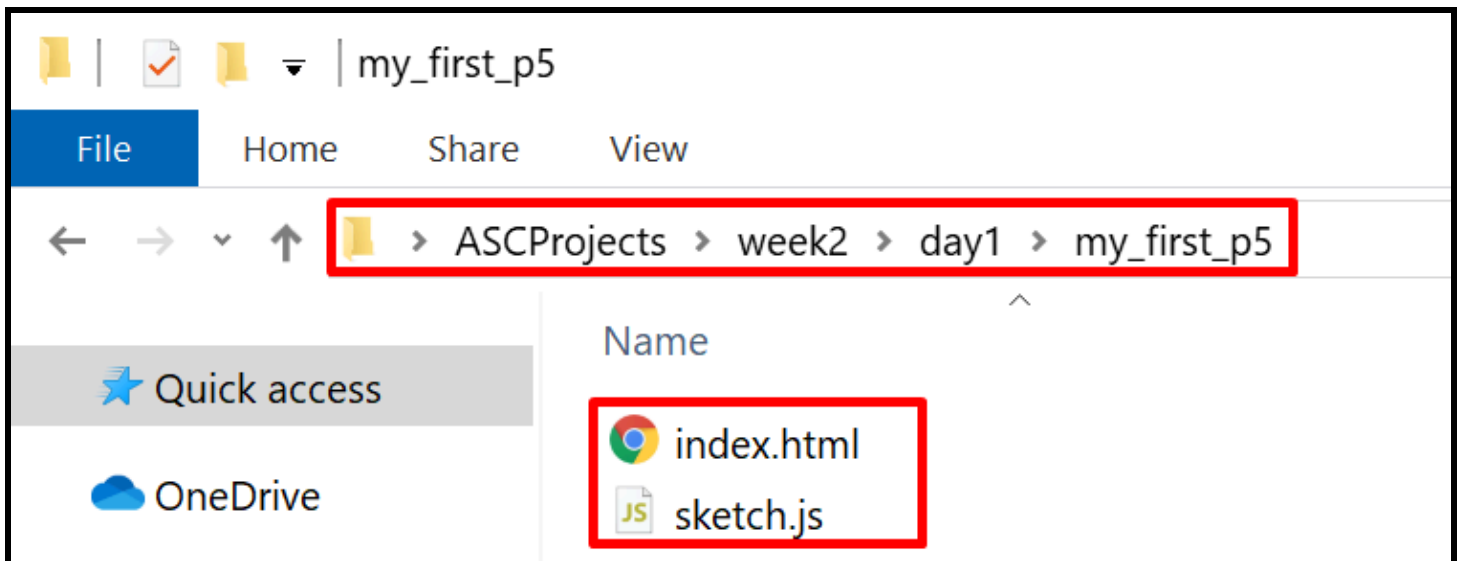
[Code Along: p5 Setup](#)

Step 1 - DIRECTORIES

- Use command line to add a **'week2'** directory in the **'ASCProjects'** directory.
- Add 5 directories - **'day1'**, **'day2'**, **'day3'**, **'day4'**, and **'day5'** to the **'week2'** directory.
- Create a directory - **'my_first_p5'** in the **'day1'** directory.
- Create 2 files - **'index.html'** and **'sketch.js'** in the **'my_first_p5'** directory.

* These steps should be relatively straightforward by now 😊

Sample image:



Step 2 - index.html

Copy and paste the following code to your *index.html* file:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>My First p5 Project</title>
  </head>

  <body>

  </body>
</html>
```

OMG, WHAT EVEN IS THIS??!! 😱

DON'T YOU WORRY! - HTML syntax will be covered in great detail in Week 3 of the Summer Intensive.

NOTE:

Make sure to save (Ctrl + S) your *index.html* file before proceeding to [Step 3](#).

Step 3 - LINK THE p5 LIBRARY

Copy and paste the following `<script>` tag within the `<body>` tag of your *index.html* file:

```
<script src="https://cdn.jsdelivr.net/npm/p5@1.11.8/lib/p5.min.js"></script>
```

Sample code:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>My First p5 Project</title>
  </head>

  <body>
    <script src="https://cdn.jsdelivr.net/npm/p5@1.11.8/lib/p5.min.js"></script>
  </body>
</html>
```

Step 4 - LINK sketch.js

Add another `<script>` tag within the `<body>` tag of your `index.html` file:

```
<script src="sketch.js"></script>
```

Note: `sketch.js` was created in [Step 1](#)

Sample code:

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8">
    <title>My First p5 Project</title>
  </head>

  <body>
    <script src="https://cdn.jsdelivr.net/npm/p5@1.11.8/lib/p5.min.js"></script>
    <script src="sketch.js"></script>
  </body>
</html>
```

Step 5 - sketch.js

Copy and paste the following code to `sketch.js`:

```
function setup() {
  createCanvas(730, 400);
  frameRate(10);
}

function draw() {
  background(255);
  noStroke();

  for (var i = 0; i < 15; i++) {
    fill(248, 216, 169, 120);
    ellipse(random(730), random(400), 70);
    fill(255, 245, 210, 120);
```

```
    ellipse(random(730), random(400), 70);
}

fill(3, 68, 116);
rect(20, 80, 40, 200);
quad(30, 180, 130, 280, 180, 280, 80, 180);
quad(50, 180, 150, 80, 200, 80, 100, 180);
rect(220, 80, 40, 200);
rect(260, 160, 60, 40);
rect(320, 80, 40, 200);
rect(440, 160, 40, 120);
quad(440, 160, 490, 160, 540, 80, 500, 80);
quad(490, 190, 450, 190, 370, 80, 410, 80);
rect(560, 80, 40, 200);
rect(600, 80, 90, 40);
rect(600, 160, 90, 40);
rect(600, 240, 90, 40);

fill(129, 177, 230);
rect(30, 90, 40, 200);
quad(60, 190, 160, 290, 210, 290, 110, 190);
quad(60, 190, 160, 90, 210, 90, 110, 190);
rect(230, 90, 40, 200);
rect(270, 170, 70, 40);
rect(330, 90, 40, 200);
rect(450, 170, 40, 120);
quad(450, 170, 490, 170, 550, 90, 510, 90);
quad(490, 170, 450, 170, 390, 90, 430, 90);
rect(570, 90, 40, 200);
rect(610, 90, 90, 40);
rect(610, 170, 90, 40);
rect(610, 250, 90, 40);

fill(209, 255, 245);
rect(36, 230, 10, 55, 10);
rect(36, 205, 10, 20, 10);
```

```
rect(235, 95, 10, 55, 10);  
rect(235, 155, 10, 20, 10);  
rect(455, 230, 10, 55, 10);  
rect(455, 205, 10, 20, 10);  
rect(575, 95, 10, 55, 10);  
rect(575, 155, 10, 20, 10);  
}
```

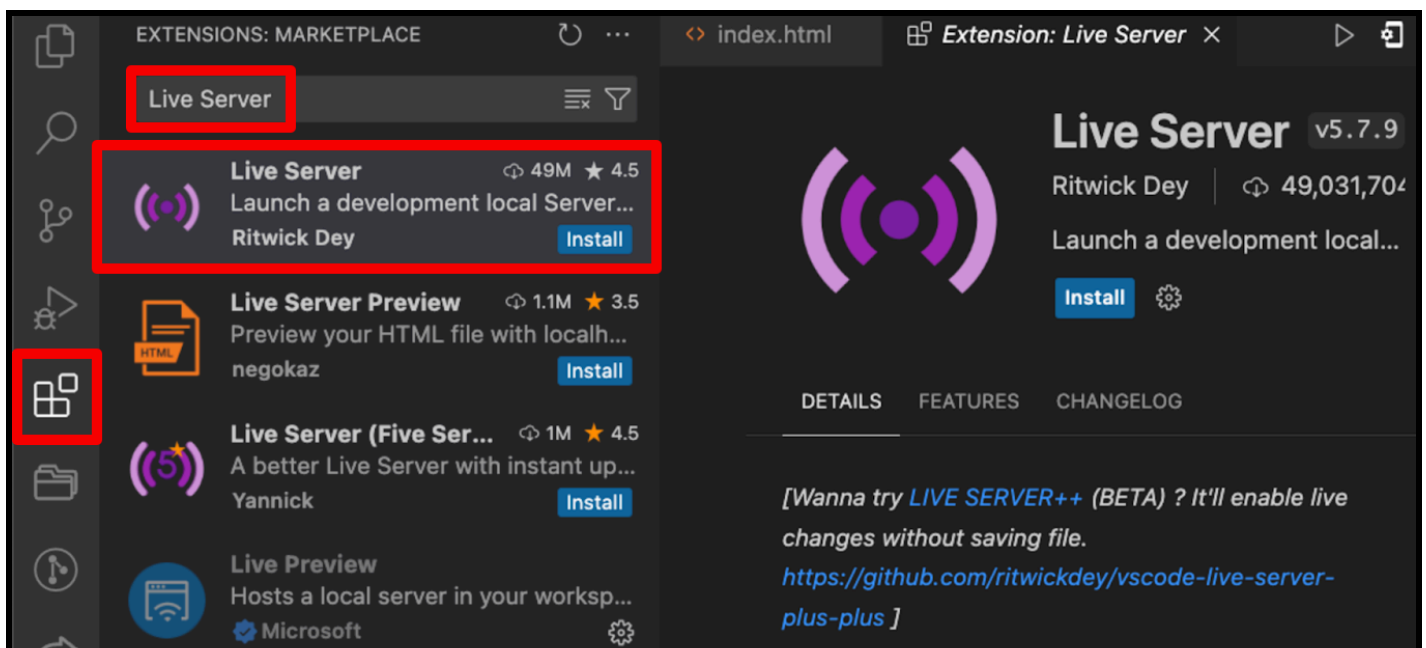
You DO NOT need to know what this means just yet!

Note:

Make sure to save (*Ctrl* + *S*) the changes you've made to *index.html* and *sketch.js*.

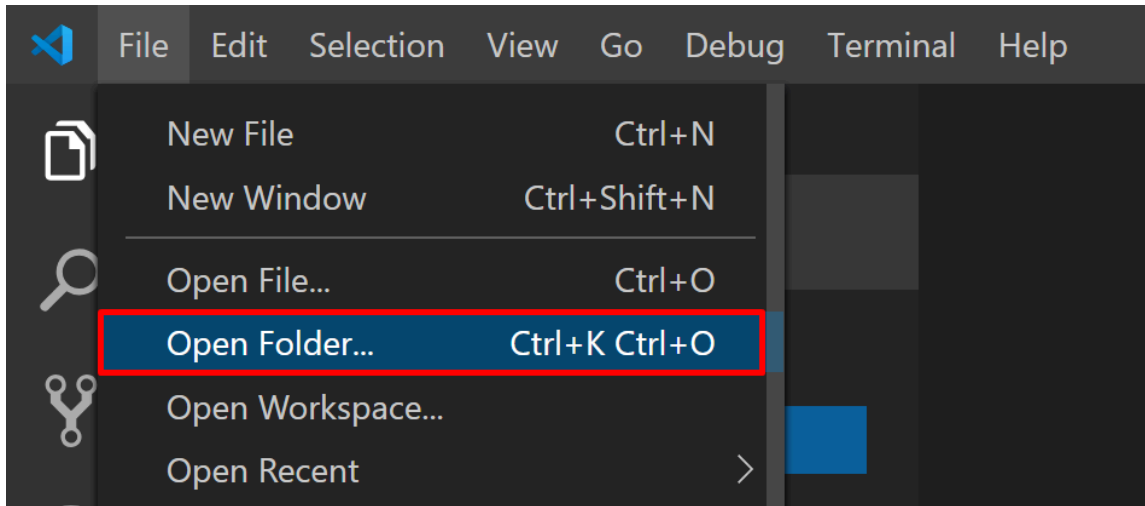
Step 6 - INSTALL THE LIVE SERVER EXTENSION ON VSCODE

- Click on the **'Extension'** icon  on VSCode's sidebar.
- Type **'Live Server'** in the search bar and hit the 'enter' key.
- Click on the install button for the **'Live Server'** extension.

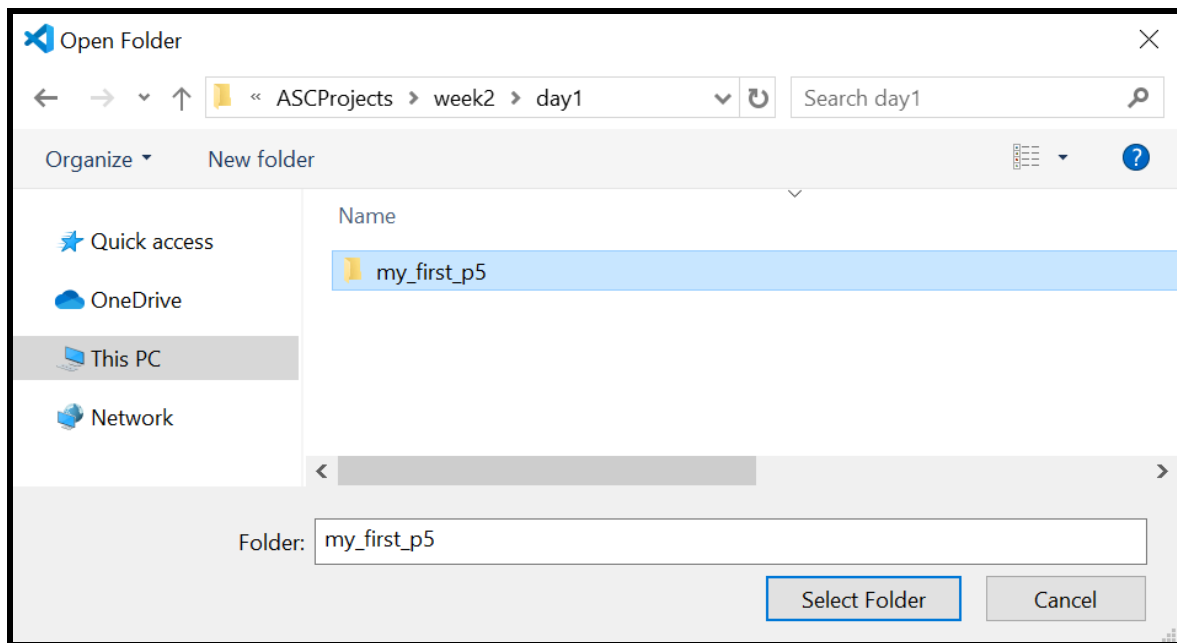


Step 7 - LAUNCH LIVE SERVER

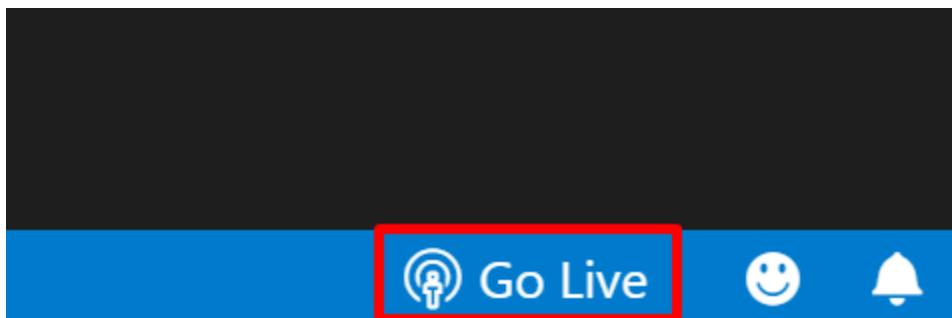
- Close and relaunch VSCode 
- Click on **Open Folder...** under the **File** tab of VSCode's navigation bar.



- Select and open the (week2/day1) '**my_first_p5**' folder.



- A **Go Live** icon should appear at the bottom right of your VSCode interface.



Step 8 - GO LIVE!

a. Open the *index.html* file in the *week2/day1/my_first_p5* folder.

b. With the *index.html* file open, click on the **Go Live** icon 

Landing Page:



If you are directed to a landing page with Khye's name and a bunch of circles moving around...

CONGRATULATIONS!!! YOU'VE PERFORMED EVERY STEP CORRECTLY!!!

*You've successfully set up *index.html* and *sketch.js*, linked the **p5** library, and installed '**Live Server**'!*

That was A LOT! Take a moment to celebrate yourself and **LET'S GET READY TO p5!!!**