

Adding Images

Let's learn how to add images to our projects. This can add a lot of character to a project or game, without drawing everything with code.

Adding Files

Before you can use an image in your project, you need to save an image. Be sure to save it somewhere you can find it, and give it a name you can remember.

Next, you need to add this file to your project. You do this by clicking on the **sketch** menu item, then select **add file** from the drop down menu. Find the image you want to use in your project, and click on it to add the image to your project. Now you can access that file with its name.

Here is an example. I added a buzzer image.

```
PImage buzzer;

void setup() {
  size(400, 400);
  buzzer = loadImage("buzzer.jpg");
  imageMode(CENTER);
  //file, x, y, width, height
  image(buzzer, width/2, height/2, width*.7, height*.7);
}
```

We can set the image x and y location, and its width and height. It works the same as a rectangle, except it is filled with the image.