# Go to processing.org -> tutorials

Read and take notes on the following tutorials. Take the time to load and run the example code. Feel free to tweak the code as desired. The aim is to become familiar with some of the key features of Processing.

1. **Getting Started – quick example to see a few features working together.**
2. **Coordinate systems and shapes – understand how objects are drawn and positioned on screen.**
3. **Color – understand how color is controlled within Processing**
4. **Interactivity – how the user can influence what is displayed on screen.**