A consistent syntax for easy learning and transition between programming environments	
Processing program syntax	**Arduino program syntax**
| ```
// Draw  circles


void setup() {
  size(500,500);
}




void draw(){
 background(0,0,200);
 fill (mouseX,mouseY,mouseX-50);
//noStroke();
  ellipse(mouseX,mouseY,mouseX,mouseY);
  ellipse(mouseX,mouseY,50,50);


}
``` | ```
 // the setup function runs once when you press reset or power the board

void setup() {
 // initialize digital pin LED_BUILTIN as an output.
 pinMode(LED_BUILTIN, OUTPUT);
}

// the loop function runs over and over again forever

void loop() {
 digitalWrite(LED_BUILTIN, HIGH);  // turn the LED on (HIGH is the voltage level)
 delay(1000);                // wait for a second
 digitalWrite(LED_BUILTIN, LOW);   // turn the LED off by making the voltage LOW
 delay(1000);                // wait for a second
}
``` |

A consistent IDE (Integrated Development Environment) for easy transition between Processing and Arduino learning environments.