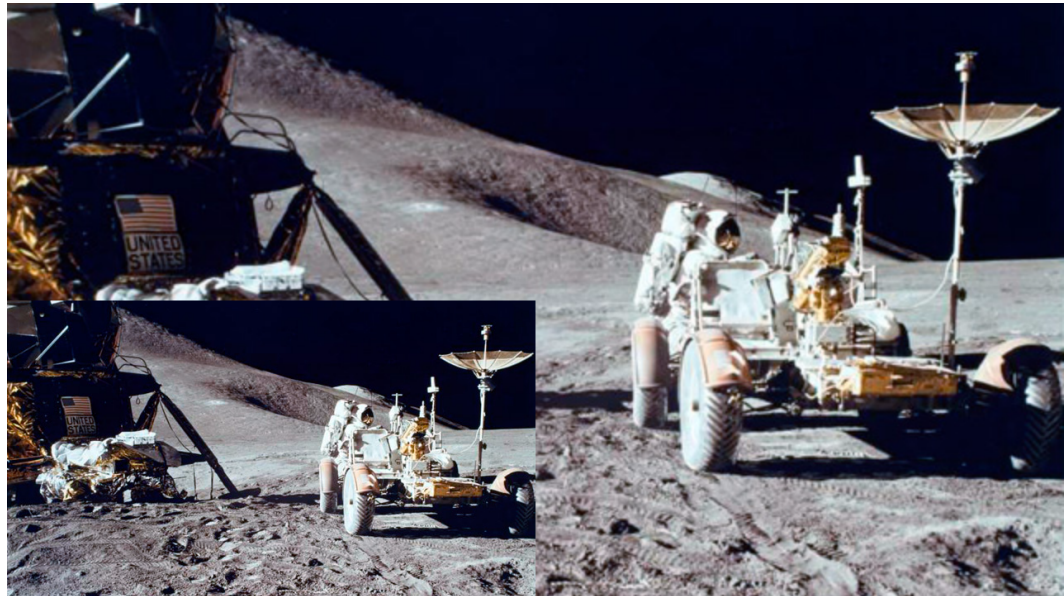


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This example is for Processing 3+. If you have a previous version, use the examples included with your software. If you see any errors or have suggestions, [please let us know](#).



Load and Display

Images can be loaded and displayed to the screen at their actual size or any other size.

```
PImage img; // Declare variable "a" of type PImage

void setup() {
  size(640, 360);
  // The image file must be in the data folder of the current sketch
  // to load successfully
  img = loadImage("moonwalk.jpg"); // Load the image into the program
}

void draw() {
  // Displays the image at its actual size at point (0,0)
  image(img, 0, 0);
  // Displays the image at point (0, height/2) at half of its size
  image(img, 0, height/2, img.width/2, img.height/2);
}
```

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