Before starting this question, I suggest you spend a little time learning about the use of negative angles with the Processing `arc` functions, which isn't mentioned in the Processing documentation.

So, open Processing and first type (or cut-and-paste) the following one line program.

```
arc(50, 50, 80, 80, TWO_PI/3, 2*TWO_PI/3, CHORD) ;
```

That gives you a tiny arc on the left side.

But what if you really wanted the huge arc on the right side.. Try reversing the two angles.

```
arc(50, 50, 80, 80, 2*TWO_PI/3, TWO_PI/3, CHORD) ;
```

That gives you nothing, because the first angle is larger than the second. (I do not consider this a feature.)

Try going negative. Subtract TWO_PI from the starting angle. We know that this doesn't really change the directory of the vector, but because the fourth argument is less than the third, we get the huge arc.

```
arc(50,50,80,80,TWO_PI*2/3-TWO_PI,TWO_PI/3,CHORD)
;
```

You can also do a little simplification, since TWO_PI*2/3 - TWO_PI is -TWO_PI/3.

```
arc(50, 50, 80, 80, -TWO_PI/3, TWO_PI/3, CHORD) ;
```