

Dot Race



Your goal is to make a circle that zooms across the screen when you press the mouse!

1. Copy and paste to code below into Processing, and then follow the steps inside.

```
//1. Make a variable to hold the X coordinate of the dot,  
and set it to something.  
  
void setup() {  
  size(800, 200);  
}  
  
void draw() {  
  //2. Give the background a color.  
  
  //4. Make the ellipse a nice color.  
  
  //5. If the mouse is pressed...  
  
  //6. ... change the X coordinate so that the dot moves to  
  the right  
  
  //3. Draw an ellipse of height and width 100. Make sure to  
  use your variable for the X position.  
  
  //7. Make your dot move really fast so that it can win the  
  race (you have to figure out what part of your code to  
  change)  
}
```


