```
//code {
setActiveCanvas("canvas");
setFillColor ("rgba(0, 0, 0, 0.6)");
setStrokeColor ("rgba(0, 0, 0, 0.0)");
red = 250;
blue = 0;
var i = 0;
var eventList = [];
onEvent("canvas", "mousemove", function(event) {
  if (event.altKey) {
    hideElement("label");
    appendItem(eventList, event);
    redColor ();
    blueColor ();
    fill = rgb(red, 0, blue);
    setFillColor (fill);
    circle (event.offsetX, event.offsetY, dotRadius(event.movementX, event.movementY));
  }
});
onEvent("deleteBtn", "click", function() {
  clearCanvas();
  eventList = [];
  red = 255;
  blue = 0;
});
onEvent("randomBtn", "click", function() {
  clearCanvas();
  red = 255;
  blue = 0;
  for (i = 0; i < eventList.length; i++) {
    redColorMinus ();
    blueColorPlus ();
    fill = rgb(red, 0, blue);
    setFillColor (fill);
    circle ((eventList[i]).offsetX, eventList[i].offsetY, randomNumber(1,5));
  }
});
onEvent("originalBtn", "click", function() {
  clearCanvas();
  red = 255;
  blue = 0;
  for (i = 0; i < eventList.length; i++) {
    redColorMinus ();
    blueColorPlus ();
    fill = rgb(red, 0, blue);
    setFillColor (fill);
    circle ((eventList[i]).offsetX, eventList[i].offsetY, dotRadius(eventList[i].movementX, eventList[i].movementY));
  }
});
function dotRadius (changeX, changeY) {
  var speed = Math.abs(changeX) + Math.abs(changeY);
  var output = 1 + 5/speed;
  return output;
}
onEvent("sprayBtn", "click", function() {
  clearCanvas();
  i = 0;
  red = 255;
  blue = 0;
  for (i = 0; i < eventList.length; i++) {
    redColorMinus ();
    blueColorPlus ();
    fill = rgb(red, 0, blue);
    setFillColor (fill);
    for (var j = 0; j < 5; j++){
      circle (eventList[i].offsetX + randomNumber (-3, 3), eventList[i].offsetY + randomNumber(-3, 3), 1);
    }
  }
});
onEvent("etchBtn", "click", function() {
  clearCanvas ();
```

```
    i = 0;
    red = 255;
    blue = 0;
    for (i = 0; i < eventList.length - 15; i++) {
      redColorMinus ();
      blueColorPlus ();
      fill = rgb(red, 0, blue);
      setStrokeColor (fill);
      line (eventList[i].offsetX, eventList[i].offsetY, eventList[i+15].offsetX, eventList[i+15].offsetY);
    }
    setStrokeColor ("rgba(0, 0, 0, 0.0)");
});
//}
var red;
var blue;
var fill;
function redColor () {
  if ((eventList.length <= 255)||((eventList.length > 510)&&(eventList.length <= 765))||((eventList.length > 1275)&&(ev
  red = red - 1;
  }else{
    red = red + 1;
  }
}
function blueColor () {
  if ((eventList.length <= 255)||((eventList.length > 510)&&(eventList.length <= 765))||((eventList.length > 1275)&&(ev
    blue = blue + 1;
  }else {
    blue = blue - 1;
  }
}
function redColorMinus (){
  if ((i <= 255)||((i > 510)&&(i <= 765))||((i > 1275)&&(i <= 1530))) {
  red = red - 1;
  }else{
    red = red + 1;
  }
}
function blueColorPlus () {
  if ((i <= 255)||((i > 510)&&(i <= 765))||((i > 1275)&&(i <= 1530))) {
    blue = blue + 1;
  }else {
    blue = blue - 1;
  }
}
```