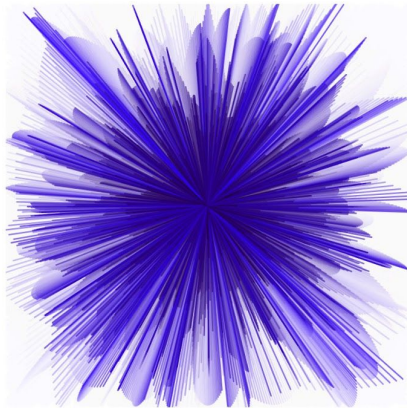


1. I changed my attraction so instead of drawing a circle it draws a line from the middle of the circle to the middle of the red ball.

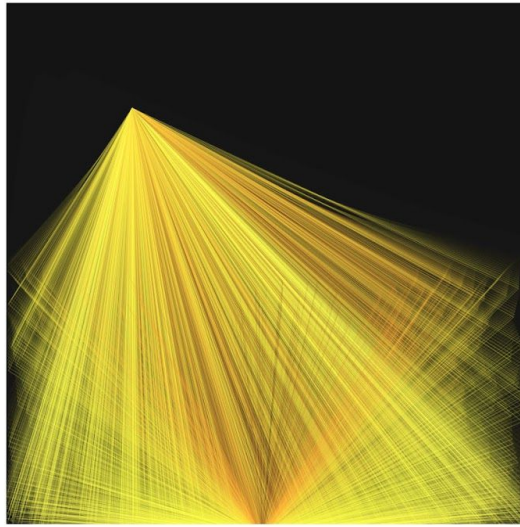
```
this.render = function(){  
  // fill(this.col);  
  // ellipse(this.loc.x, this.loc.y, this.rad, this.rad);  
  var centerVec = createVector(width/2, height/2);  
  var dist = this.loc.dist(centerVec);  
  var clrR = map(dist, 0, 500, 30, 50)  
  var clrG = map(dist, 0, 400, 0, 0)  
  var clrB = map(dist, 0, 200, 20, 120)  
  stroke(clrR, clrG, clrB, 150);  
  strokeWeight(3);  
  line(this.loc.x, this.loc.y, redBall.loc.x, redBall.loc.y);  
}
```



2. I changed my acceleration so it would draw have 2 circles that bounce around the while drawing lines between the other balls.

```
this.render = function(){  
  
  var centerVec = createVector(width/2, height/2);  
  var dist = this.loc.dist(centerVec);  
  var clrR = map(dist, 0, 200, 70, 230)  
  var clrG = map(dist, 0, 100, 50, 100)  
  var clrB = map(dist, 0, 400, 30, 70)  
  stroke(clrR, clrG, clrB, 150);  
  strokeWeight(.5);  
  line(this.loc.x, this.loc.y, b1.loc.x, b1.loc.y);  
}
```

```
line(this.loc.x, this.loc.y, b2.loc.x , b2.loc.y);
```



3. I changed my BallOne so it kept changing which ball is followed every frame

```
this.render = function(){  
  stroke(133, 180, 60);  
  for(id = Balls[id]; id > Balls.length-1; id++) {  
    if (id < Balls.length-1){  
      line(this.loc.x, this.loc.y, Balls[id+1].loc.x, Balls[id+1].loc.y, 125);  
    }  
    else{  
      line(this.loc.x, this.loc.y, Balls[0].loc.x, Balls[0].loc.y, 125);  
    }  
    fill(255);  
    noStroke();  
    ellipse(this.loc.x, this.loc.y, 0, 0);  
  }  
}
```

