Art and Code | FWCD

Objective
Writing loops with interactivity.

Instructions

Replace the comments with the code asked for. No need to copy this. It's in the starter file.

```
void setup()
{
  size(255, 255);
  background(0);
}

void draw()
{
  background(0);

  //start integer i as 0

  //while i is less than the width of the window
      //do the following things
      //turn off stroke
      //create a float called distance and initialize it to the absolute
        //value of the difference of the mouse's x position and i
      //set the fill color to the distance variable
      //draw a rectangle at position (i, 0) width=10, height=height of window
      //increase i by 10
}
```

Challenge
Play with this lab a bit. Do you understand how it's working? What if you played with more colors? Could you use the mouse's y value?