Python

In(3):   Scala   {}  ≡

```scala
1  val colors = Array("red", "green", "blue")
2  val n = 750
3  val flattenedLength = colors.length * n * 2 // 2 for x and y
4  val data = (0 until flattenedLength).map(_ ⇒ Math.random()).toArray // conve
```

And now, let's plot it in Python

In(5):   Python   {}  ≡

```python
1  import matplotlib.pyplot as plt
2  from numpy.random import rand
3
4  fig, ax = plt.subplots()
5
6  for color in colors:
7      # since data is just a 1-D array we need to split it up to fit the matpl
8      x = data[:n]
9      data = data[n:]
10     y = data[:n]
11     data = data[n:]
12
13     scale = 200.0 * rand(n)
14     ax.scatter(x, y, c=color, s=scale, label=color,
15                 alpha=0.3, edgecolors='none')
16
17  ax.legend()
18  ax.grid(True)
19
20  plt.show()
```