void setup()

{

rect(20, 20, 360, 80);

rect(400, 20, 360, 80);

rect(780, 20, 360, 80);

rect(20, 120, 360, 80);

rect(780, 120, 360, 80);

}

void draw()

{

if (mousePressed)

{

if (mouseX>20&&mouseX<380&&mouseY>20&&mouseY<80){

stroke(255, 0, 0, 125);

}

if (mouseX>400&&mouseX<760&&mouseY>20&&mouseY<80){

stroke(0, 255, 0, 125);

}

if (mouseX>780&&mouseX<1140&&mouseY>20&&mouseY<80){

stroke(0, 0, 255, 125);

}

if (mouseX>780&&mouseX<1140&&mouseY>120&&mouseY<200){

save(bla.png);

exit();

}

if (mouseX>20&&mouseX<380&&mouseY>120&&mouseY<200){

stroke(255, 255, 255);

}

}

float ox = pmouseX; // starting x value

float nx = mouseX; // new x value

float oy = pmouseY; // starting y value

float ny = mouseY; // new y value

float r = random(259); // generate a shade of red

float g = random(259); // generate a shade of green

float b = random(259);// generate a shade of blue

//stroke(r, g, b); // mix the three colors

strokeWeight(15);

line(nx, ny, ox, oy);

}