void setup() {

size(1500, 960);

}

void draw() {

if (mousePressed){

fill(0);

} else{

float fillcolor = random(255);

float red = random(255);

float green = random(255);

float blue = random(255);

fill(red, green, blue);

}

float x = random(25);

float y = random(25);

ellipse(mouseX, mouseY, mouseX + x, mouseY + x);

}