```
let dust = [];
let scale = 400;
let magnet;
let startX = scale/2
let startY = scale/2
let radius = 7*scale/16
let angle = 0
let magn
let gry
let magnets = []

function setup() {
  createCanvas(400, 400);
  for (let i = 0; i < 1500; i++){
    dust[i] = new Dust(scale/2, scale/2)
  }
  magnet = new Magnet(scale/8, scale/8)
  angleMode(DEGREES)
}

function preload(){
  magn = loadImage('magnet.png')
  gry = loadImage('light grey.png')
}

class Magnet{
  constructor(x, y){
    this.x = x;
    this.y = y;
  }
  getX(){
    return this.x;
  }
  getY(){
    return this.y;
  }
  move(){
    this.x = startX + (radius * cos(angle))
    this.y = startY + (radius * sin(angle))
  }
}

class Dust{
  constructor(x, y){
```

```
  this.x = x;
  this.y = y;
  }
  move(){
    this.x += random(-scale/100, scale/100)
    this.y += random(-scale/100, scale/100)
  }
  display(){
    point(this.x, this.y)
  }
  magTrack(){
    if(magnet.getX() > this.x){
      this.x += (2*this.x/magnet.getX())
    }
    if(magnet.getX() < this.x){
      this.x -= (2*magnet.getX()/this.x)
    }
    if(magnet.getY() > this.y){
      this.y += (2*this.y/magnet.getY())
    }
    if(magnet.getY() < this.y){
      this.y -= (2*magnet.getY()/this.y)
    }
  }
}

function draw() {
  background(240);
  for(let i = 0; i < dust.length; i++){
    dust[i].move();
    dust[i].magTrack();
    dust[i].display();
  }
  magnet.move()
  append(magnets, image(magn, magnet.getX() - scale/16, magnet.getY() - scale/16, scale/8,
scale/8));
  if(angle > 0)
    magnets.shift();
  angle++
}
```