Link to github:  
<https://github.com/JinxXP/n220summer2023>  
https://jinxxp.github.io/n220summer2023/  
  
For the animated object assignment, I first declared the circle object globally. I did this so when I later instantiated the object, it would not have any restriction within a function. However, I was not able to get this part to work before the due date.   
  
circle = {  
 x: 100,  
 y: 100,  
 size: 40  
};//end circle  
  
­Algorithm  
  
Goal: to display a circle that will slowly grow in size   
Input: no input   
Output: one circle with a predefined size that’ll increase by 1 every frame  
Steps:  
  
1) define the object “circle”  
 - this will include its properties x,y,size  
  
2) create the setup function with canvas size and color   
  
3) create the draw function and in this functions the circle object will have its properties added by 1  
  
4) the properties are referenced using the ‘.variable’ notation  
  
5) draw the circle using the previous properties as circle(object.x, object.y, object.size);  
  
6) instantiate outside the draw function by using “new p5();” where () is the object