background(255);

size(500, 500);

int y =30;

while( y<480){

int x =30;

while(x<480){

fill(random(50), random(100),random(255));

noStroke();

colorMode(RGB, 100);

colorMode(HSB,40);

ellipse(x,y,17,17);

x=x+20;

}

y= y+20;

}