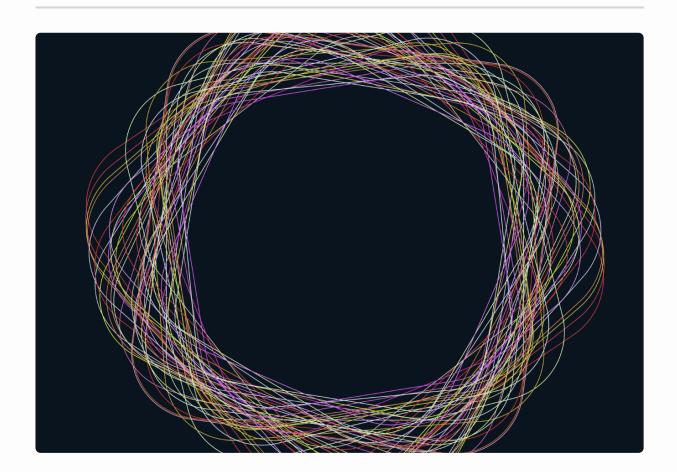
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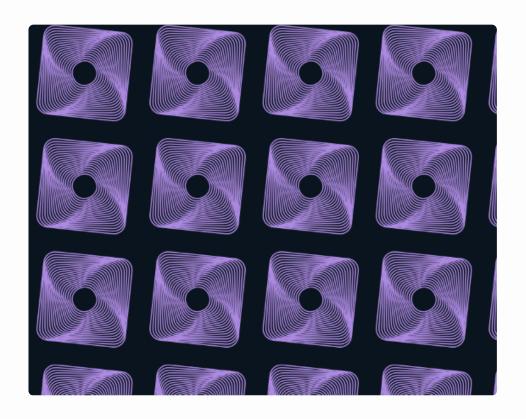
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```
let angle =0
 2
     function setup() {
      createCanvas(windowWidth, windowHeight);
 4
      background(0)
      rectMode(CENTER) //畫方形以中心點為座標點
      noFill()//方形不填顏色
 6
      angleMode(DEGREES) //設定角度的單位0--360
      frameRate(10)
 8
 9
    function draw() {
14
     background(0);
     translate(width/2,height/2)
16
      stroke(255)
    for(let i=0;i<10;i=i+1){
        let r = map(sin(frameCount), -1, 1, 50, 225)
        let g = map(cos(frameCount/2), -1, 1, 50, 225)
        let b = map(sin(frameCount/4), -1, 1, 50, 225)
        stroke(r,g,b)
        rotate(angle)
        rect (0,0,600-i*3-mouseY/2,600-i*3-mouseY/2,100)
24
        angle = sin(frameCount)* (mouseX/20)
29
```



```
let angle =0
 2
    function setup() {
      createCanvas(windowWidth, windowHeight);
 4
     background(0)
      rectMode(CENTER) //畫方形以中心點為座標點
      noFill()//方形不填顏色
      angleMode(DEGREES) //設定角度的單位0--360
 8
      frameRate(10)
 9
   function draw() {
14
     background(0);
     for (let y=0; y< height; y=y+120) {
       for (let x=0; x \le width; x=x+120) {
         push()
          translate(x,y)
          stroke(255)
       for(let i=0;i<10;i=i+1){
            let r = map(sin(frameCount), -1, 1, 50, 225)
            let g = map(cos(frameCount/2), -1, 1, 50, 225)
            let b = map(sin(frameCount/4), -1, 1, 50, 225)
24
            stroke(r,g,b)
            rotate(angle)
           rect(0,0,100-i*3,100-i*3,20)
           angle = sin(frameCount)*20
29
        pop()
```

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