

//1. Make a variable to hold the X co-ordinate of the dot, and set it to something.

```
void setup() {  
  size(800, 200);  
}
```

```
void draw() {  
  //3. make it a nice color
```

```
  //4. if the mouse is pressed...
```

```
    //5. ... change the X co-ordinate so that the dot moves to the right
```

```
  //2. Draw an ellipse of height and width 100. Make sure to use your variable for the X position.
```

```
  //6. Make your dot move really fast so that it can win the race (you have to figure out what part  
  of your code to change)
```

```
  //7. Use this method to play a ding when your dot crosses the finish line.
```

```
}
```

```
import ddf.minim.*;  
boolean soundPlayed = false;  
void playSound() {  
  if (!soundPlayed) {// Copyright Wintriss Technical Schools 2013  
    Minim minim = new Minim(this);  
    AudioSample sound = minim.loadSample("ding2.wav");  
    sound.trigger();  
    soundPlayed = true;  
  }  
}
```