

# Tutorial 2

## Task 1

Go to: [processing.org/reference](https://processing.org/reference)

and find commands for getting mouse-position. Change the example code from the lecture to display a moving circle.

Write a sketch where a circle follows the mouse pointer.

What else can you use the mouseX and mouseY values for?

## Task 2

Define arrays that store x and y coordinates of multiple circles.

Move each circle independently. Use arrays and loops to minimize code

## Task 3

Loops in loops?

How to draw a chessboard pattern?

Try to nest loops to iterate over 2 dimensions?

## Task 4

Try to use loops and arrays for other things in the sketch. Don't be afraid of breaking things!