void setup() {

size(1280, 720);

}

void draw() {

if (mousePressed) {

float red = random(255);

float green = random(2055);

float blue = random(2055);

fill(red,green,blue);

float x = random(100);

float y = random(100);

ellipse(mouseX, mouseY, mouseX-640, mouseY);

}

}