My second sketch explored iteration and color in p5. The original example of the iteration sketch draw a number of rectangles at once on the screen. I took the original code and explored multiple ways in which i could draw shapes unto the screen. With the color also, I created a variable for the color in order to explore other ways in which i could create color in the p5 editor. In doing this sketch, I learned how i could draw multiple shapes unto the screen, and I also learned a new method for animating the shapes and another method for creating interesting colors in p5. Given more time,I would try to create more shapes that animated across the screen in different colors and gradients, i would also explore with different shapes and some particle systems perhaps.