//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;
  }
}
```