var pointX = 0;

var pointY = 0;

var point2; //variable undefined

function setup () {

// put setup code here

createCanvas(500,500);

pointX = width/2;

pointY = width/2;

console.log("pointX " + pointX + "pointY " + pointY);// don't forget to add the space within the quotation marks

console.log(point2);

}

function draw()

//put drawing code here

background(255);

//pointX = 100;

//pointY = 100;

pointX = mouseX;

pointY = mouseY;

rect(pointX - 100,pointY - 100,200,200);

ellipse(pointX, pointY, 10,10);

ellipse(pointX + 20, pointY + 20,30,30);

ellipse(pointX - 20,point - 20,30,30);

//ellipse(point2, pointY,10,10);

//arc(x,y,width,height,start,end);

arc(pointX,pointY,50,50,0,PI);

//arc(pointX,pointY + 10,50,50,0,PI);

}

//end of draw