

```

float diameter = 10;

void setup()
{
    size(200, 200);
    noSmooth();
}

float tel_pixels()
{
    loadPixels();
    float aantal = 0;
    for (int i = 0; i < width*height; ++i)
    {
        if (pixels[i] == color(0,0,0))
        {
            aantal = aantal + 1;
        }
    }
    return aantal;
}

void draw()
{
    background(255,255,255);
    fill(255,255,255);
    ellipse(width / 2, height / 2, diameter, diameter);
    if (keyPressed)
    {
        if (key == 'd')
        {
            diameter = diameter + 1;
        }
        if (key == 'a')
        {
            diameter = diameter - 1;
        }
    }
    fill(0,0,0);
    text(tel_pixels(), 20, 40);
    text(diameter, 20, 20);
}

```