参考にしたサイトのURL: http://chiebukuro.toremaga.com/dir/detail/q12138348187/

float speed=2.5;

int dimeter=20;

float x;

float y;

void setup(){

size(240,120);

x=width/2;

y=height/2;

}

void draw(){

background(204);

x+=random(-speed,speed);

y+=random(-speed,speed);

x=constrain(x,0,width);

y=constrain(x,0,height);

arc(x,60,radius,radius,0.52,5.76);

}

float radius =40;//radius