

### TASK 1

write a loop that prints from 0 to 9 in the console do these in SETUP not in draw. (you can delete draw entirely)

### TASK 2

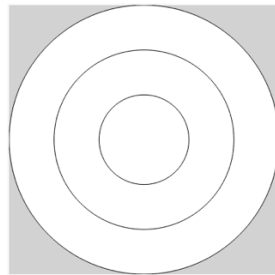
write a program that draws circles across the center of the canvas horizontally, from 0 to width, where each circle is 10 pix wide and don't overlap. Have ONE call to the `ellipse` function.



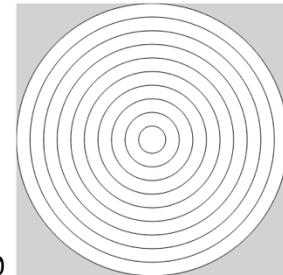
### TASK 3

Have a global variable named `theNumber`. Draw that many concentric circles that fill the canvas. It should work for any positive value of `theNumber`. Try it out!

`theNumber = 3`



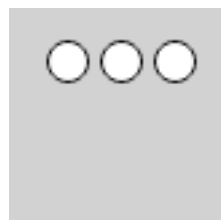
`theNumber = 10`



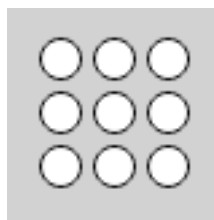
### TASK 4 Challenge Mode

Use only ONE call to the `ellipse` function at any time.

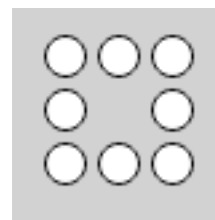
1. Write a loop that draws 3 shapes in a horizontal line, somewhere on the canvas.
2. Modify your program so it draws 3 rows of 3 shapes- 9 shapes total, making a box-like formation.
3. SUPER CHALLENGE MODE: make the box "empty" – draw no shape in the middle position.



1



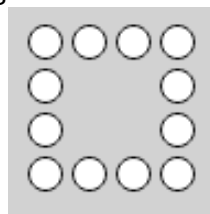
2



3

4. UBER CHALLENGE MODE: bring back our `theNumber` variable. Have the box of shapes be `theNumber` high and wide, but *only draw the outside edge of the box*. This should work for any non-negative value of `theNumber`.

`theNumber = 4`



`theNumber = 10`

