

```
float x = 0;
float y = 75.5;

void setup() {
  size(500, 500);
  frameRate(70);
  background(0);
}

void draw() {
  if(y > 480) return;
  fill(255);
  stroke(255);
  if(y > 400){
    fill(255, 0, 0);
    stroke(255, 0, 0);
  }
  circle(x, y, 25);
  x++;
  if(x >= 300){
    x = 0;
    circle(300, y-13, 50);
    y+=75.5;
  }
}
```