

```
float x = 50;
float y = 50;

void setup() {
  size(500, 500);
  frameRate(7000);
  background(0);
  noStroke();
}

void draw() {
  if(y > 480) return;
  fill(255);
  if(y >= 450 || y < 100) fill(255, 0, 0);
  circle(x, y, 25);
  x++;
  if(x >= 450) {
    x = 50;
    y+=50;
  }
}
```