void setup() {

Size(600, 600)

noStroke();

background(0);

//The frame rate is to slow down the speed of the printing

frameRate(2)

void draw() {

//the random means the it will draw a object starting at 0 and end in the given destination (here its width)

//to create a variable, you have to give it a TYPE, a NAME, and a VALUE

float x = random(width);

float y = random(height)

//If you were to println the variable(x) the show the numbers with decimals

//You can just give the random colors a variable, so you don’t have to use the numbers. For example, float red = 255, float blue = 255, float green = 255, and then type it as fill(random(red), random(blue), random(green))

fill(random(255),random(255),random(255));

ellipse(x, height/2, 20, 20) (he changed to) ellipse(x, y, 20, 20);

//You can use rectCenter to make the rectangles drawn from the center instead of the top left hand corner

rect(x + 10, y – 10, 20, 20); ( to make the square on the bottom) rect(x – 10, y + 10, 20, 20)

//P.N. when a rectangle is drawn it is drawn from the point of origin being the top left hand corner but the circle has the point of origin being in the center