```
void draw() {

  for(int x=0; x<width; x+=pixelsize) {
    for(int y=0; y<height; y+=pixelsize) {
      int randomValue= floor(random(2, pixelsize/5));
      for (int x2=x; x2<x+pixelsize; x2+=randomValue) {
        line(x2,y,x2,y+pixelsize);
      }
      for (int y2=y; y2<y+pixelsize; y2+=randomValue) {
        line(x,y2,x+pixelsize,y2);
      }
    }
  }

}
```