```
int Yellow;
int Red;
int Blue;
int Green;
int White;
int Grey;
color currentColor;
boolean typeIsRect;


void setup()
{
  size(700,600);
  background(255);
  frameRate(60);

  Yellow = color(247,231,45);
  Red = color(237,12,12);
  Blue = color(12,167,237);
  Green = color(80,165,20);
  White = color(255);
  Grey = color(200);
  currentColor = color(255);
}

void draw()
{
  stroke(5);
  smooth();

  fill(Grey);
  rect(10,10,260,100);

  fill(Yellow);
  rect(20,20,20,20);
  fill(Red);
  rect(80,20,20,20);
  fill(Green);
  rect(140,20,20,20);
  fill(Blue);
  rect(200,20,20,20);

  fill(White);
  rect(20,60,40,40); //the eraser

  fill(Yellow);
  ellipse(60,30,20,20);
  fill(Red);
  ellipse(120,30,20,20);
  fill(Green);
  ellipse(180,30,20,20);
  fill(Blue);
```

```
       ellipse(240,30,20,20);

    //Now if the mouse is pressed, paint
     if (mousePressed)
    {
     noStroke();
     fill(currentColor);
     if (typeIsRect)
      {

         if ((mouseX>140) && (mouseY>20) && (mouseX<190) && (mouseY<70))
        {
         rect(mouseX-25,mouseY-25,50,50);
        }
        else
        {
         rect(mouseX-10,mouseY-10,20,20);
        }
      }
      else
      {
       ellipse(mouseX,mouseY,20,20);
      }
     }
   }

   void mousePressed()
   {
   //ractangles
   if ((mouseX>20) && (mouseY>20) && (mouseX<40) && (mouseY<40))
    {
     typeIsRect = true;
     currentColor = color(Yellow);
    }
    if ((mouseX>80) && (mouseY>20) && (mouseX<100) && (mouseY<40))
    {
     typeIsRect = true;
     currentColor = color(Red);
    }
    if ((mouseX>140) && (mouseY>20) && (mouseX<160) && (mouseY<40))
    {
     typeIsRect = true;
     currentColor = color(Green);
    }
    if ((mouseX>200) && (mouseY>20) && (mouseX<220) && (mouseY<40))
    {
     typeIsRect = true;
     currentColor = color(Blue);
    }
    if ((mouseX>40) && (mouseY>40) && (mouseX<100) && (mouseY<100))
    {
     typeIsRect = true;
```

```
      currentColor = color(White);
    }

  //elipses
  if ((mouseX>60) && (mouseY>20) && (mouseX<70) && (mouseY<40))
  {
    typeIsRect = false;
    currentColor = color(Yellow);
  }
  if ((mouseX>120) && (mouseY>20) && (mouseX<130) && (mouseY<40))
  {
    typeIsRect = false;
    currentColor = color(Red);
  }
  if ((mouseX>180) && (mouseY>20) && (mouseX<190) && (mouseY<40))
  {
    typeIsRect = false;
    currentColor = color(Green);
  }
  if ((mouseX>240) && (mouseY>20) && (mouseX<250) && (mouseY<40))
  {
    typeIsRect = false;
    currentColor = color(Blue);
  }
}
```