//change the shapes and how to change the colours and shapes due to the use of

//the mouse and the keyboard

let selection = 0

function setup() {

createCanvas(1000, 500);

strokeWeight(8);

noFill();

frameRate(10);

//noLoop;

}

function draw() {

background(10);

//Create rings using the for-loop

for (var i = 0; i < 300; i++) {

push();

//Random position between the size of the canvas

translate(random(width), random(height));

//Random rotation

rotate(random(2\*PI));

//Random scale

scale(random(1.5), random(1.5));

//Random colors

stroke(random(255), random(255), random(255));

//Selection of colors

//Based on the key pressed (defined outside the for-loop),

//the selection variable will either be 0, 1, 2, 3 or 4.

//This selected one of the colors defined below

if (selection===0) ellipse(0, 0, 40, 40);

if (selection===1) rect(0, 0, 40, 40);

if (selection===2) triangle(15, 37, 29, 10, 43, 37);

if (selection===3) arc(25, 25, 40, 40, 0, PI+QUARTER\_PI, PIE);

if (selection===4) quad(19, 15, 43, 10, 35, 31, 15, 38);

pop(); //reset the matrix to original state

}

//According to the key pressed, change the number of the selection variable

if (key === 'c') selection = 0;

if (key === 'r') selection = 1;

if (key === 't') selection = 2;

if (key === 'a') selection = 3;

if (key === 'q') selection = 4;

}