

```
1 function setup() {  
2   createCanvas(800, 600);  
3 }  
4 function draw() {  
5   //noprotect  
6   background(0);  
7   for(y = 0; y < height; y++)  
8     for(x = 0; x < width; x++) {  
9       set(x, y, color(255, 0, 255));  
10    }  
11    updatePixels();  
12  }  
13 }  
14
```

Console

Clear ▾

