

```
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, (x / width) * 256);  
10    }  
11    updatePixels();  
12  }  
13 }
```

