

```
// UDD - Expresión Digital II
```

```
// s06c01Andres
```

```
// secuencia infinita de elipses concentricas que varian su centro dependidie  
// del lugar donde se haga click, con las teclas 'espacio' y 'm' se cambia el  
// color del background entre cyan y magenta, y al mover el mouse aparece una  
// elipse semi transparente con centro en el origen del movimiento que  
// desaparece al estar quieto el mouse.
```

```
float posx, posy, movx, movy;
```

```
color cy, mg, gr, nj, pr;
```

```
float rad, rad2;
```

```
void setup() {  
  size(1280, 800);
```

```
  rectMode(CENTER);
```

```
  frameRate(90);
```

```
  cy = color(0, 200, 252);
```

```
  mg = color(252, 0, 148);
```

```
  gr = color(142, 252, 0);
```

```
  nj = color(255, 201, 3, 70);
```

```
  pr = color(167, 0, 252, 200);
```

```
  posx = width/2;
```

```
  posy = height/2;
```

```
  movx = -30;
```

```
  rad = 1;
```

```
}
```

```
void keyPressed() {
```

```
  if (key == ' ') {
```

```
    cy = mg;
```

```
  }
```

```
  if (key == 'm') {
```

```
    cy = color(0, 200, 252);
```

```
  }
```

```
}
```

```
void draw() {
```

```
  background(cy);
```

```
  for (int e = 4000; e > 0; e -= 200) {
```

```
noFill();  
stroke(gr);  
strokeWeight(50);  
ellipse(posx, posy, e+rad, e+rad);  
}
```

```
rad = rad + movx;
```

```
if (rad < -width) {  
    rad = 1;  
}
```

```
}
```

```
void mouseClicked() {  
    if (posx == width/2) {  
        posx = mouseX;  
    } else {  
        posx = mouseX;  
    }  
    if (posy == height/2) {  
        posy = mouseY;  
    } else {  
        posy = mouseY;  
    }  
}
```

```
void mouseMoved() {
```

```
    ellipseMode(CENTER);
```

```
    fill(nj);  
    stroke(pr);  
    ellipse(mouseX, mouseY, 400, 400);
```

```
}
```