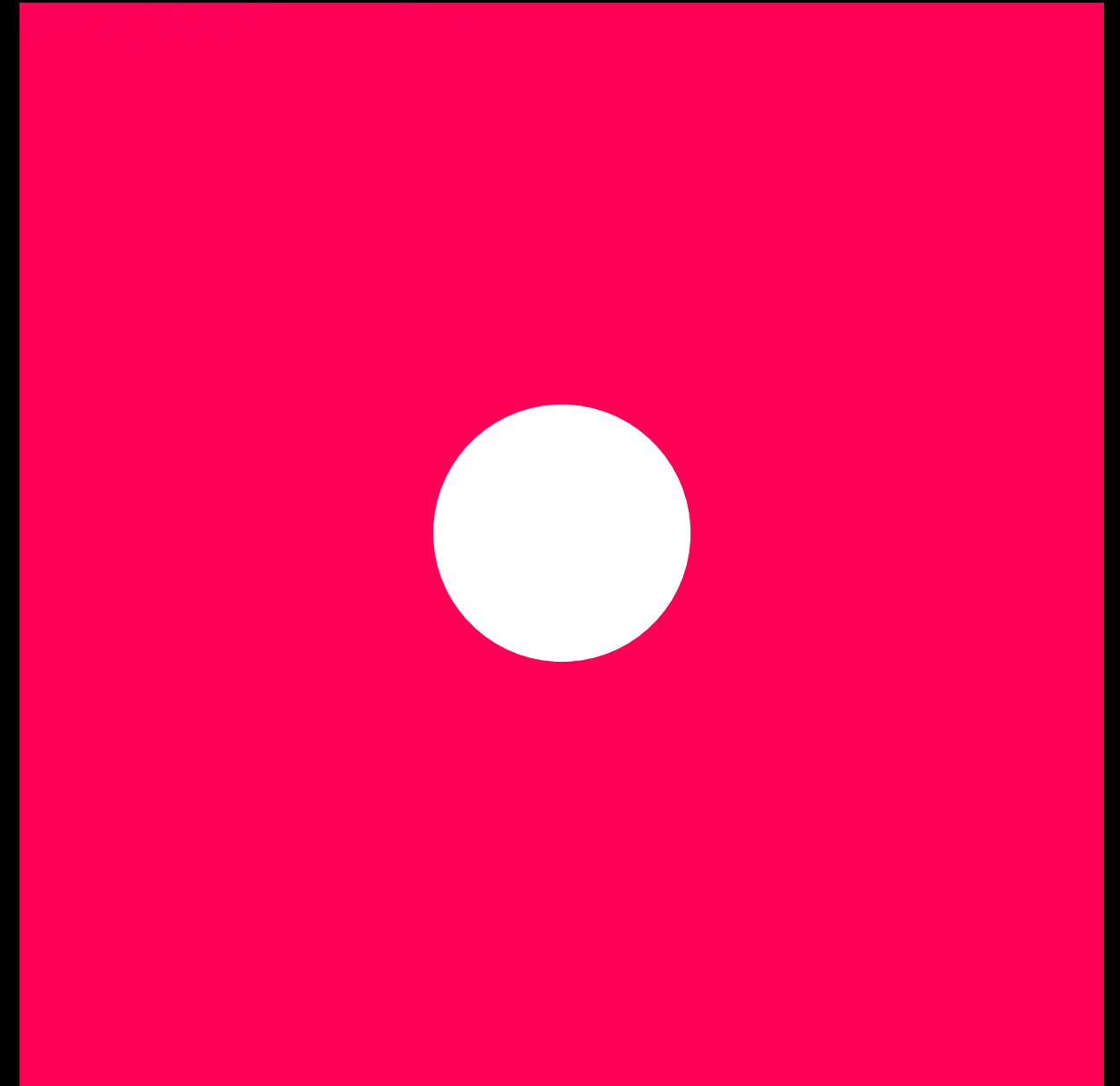


```
color[] colorList =  
{color(255,0,87), color(0,90,255), color(255,152,0)};  
  
color randomColor = colorList[ (int) random(colorList.length) ];  
  
background(randomColor);
```



```
Kreis b = new Kreis(random(0,500), random(0,500), random(50,100));  
b.display();
```

```
class Kreis  
{  
  PVector v1;  
  float size;  
  float alpha;  
  Kreis(float cx, float cy, float s)  
  
  {  
    v1 = new PVector(cx, cy);  
    size = s;  
    alpha = random(20,150);  
  }  
}
```

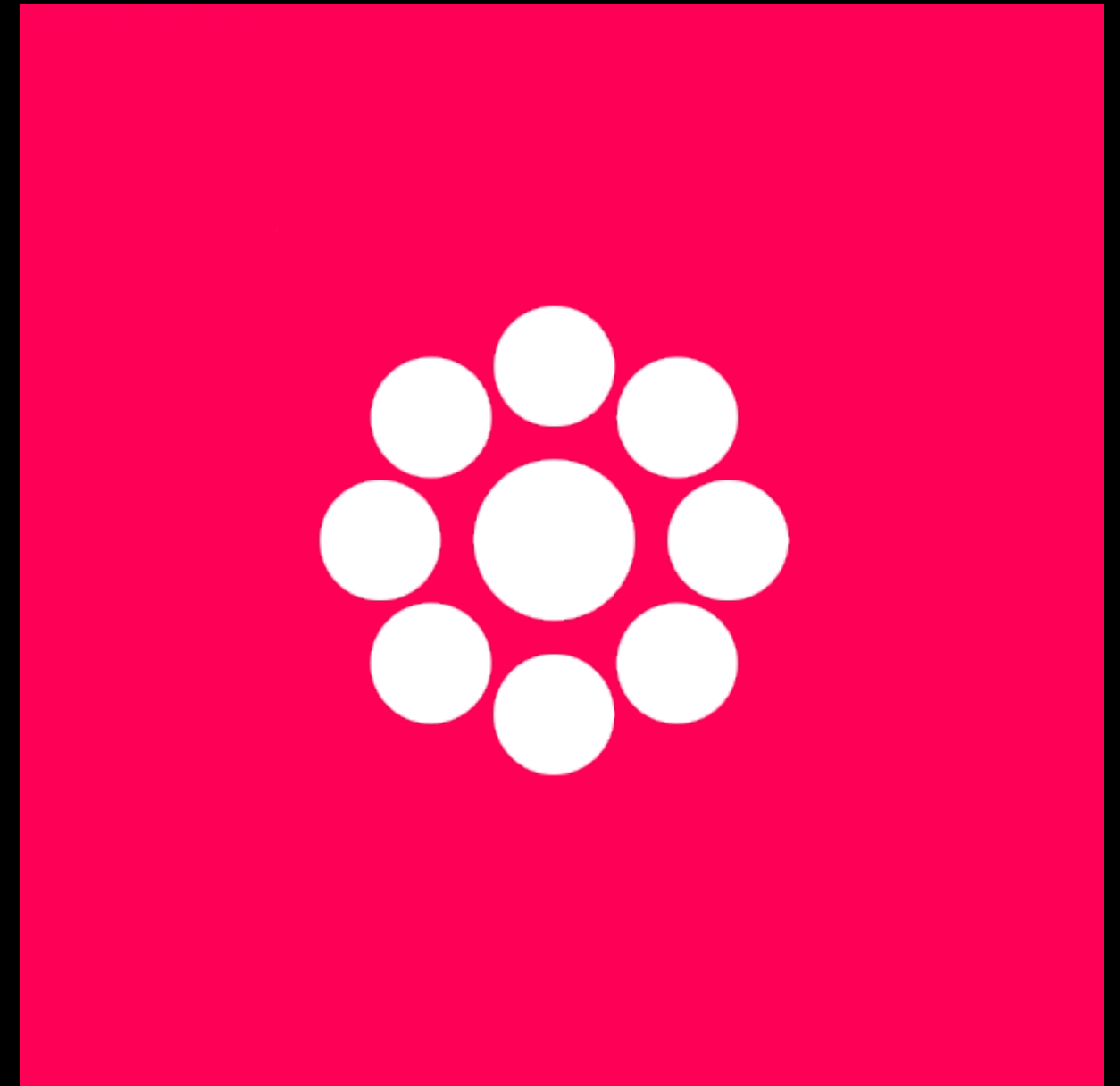


```
float thirdSize = size/3f;

for (int i = 0; i < 360; i+= 45)
{
    float x = v1.x +
    cos(radians(i)) * (size - (thirdSize));

    float y = v1.y +
    sin(radians(i)) * (size - (thirdSize));

    ellipse(x, y, thirdSize, thirdSize);
    ...
}
```



```
float thirdSize = size/3f;

for (int i = 0; i < 360; i+= 45)
{
    float x = v1.x +
    cos(radians(i)) * (size - (thirdSize));

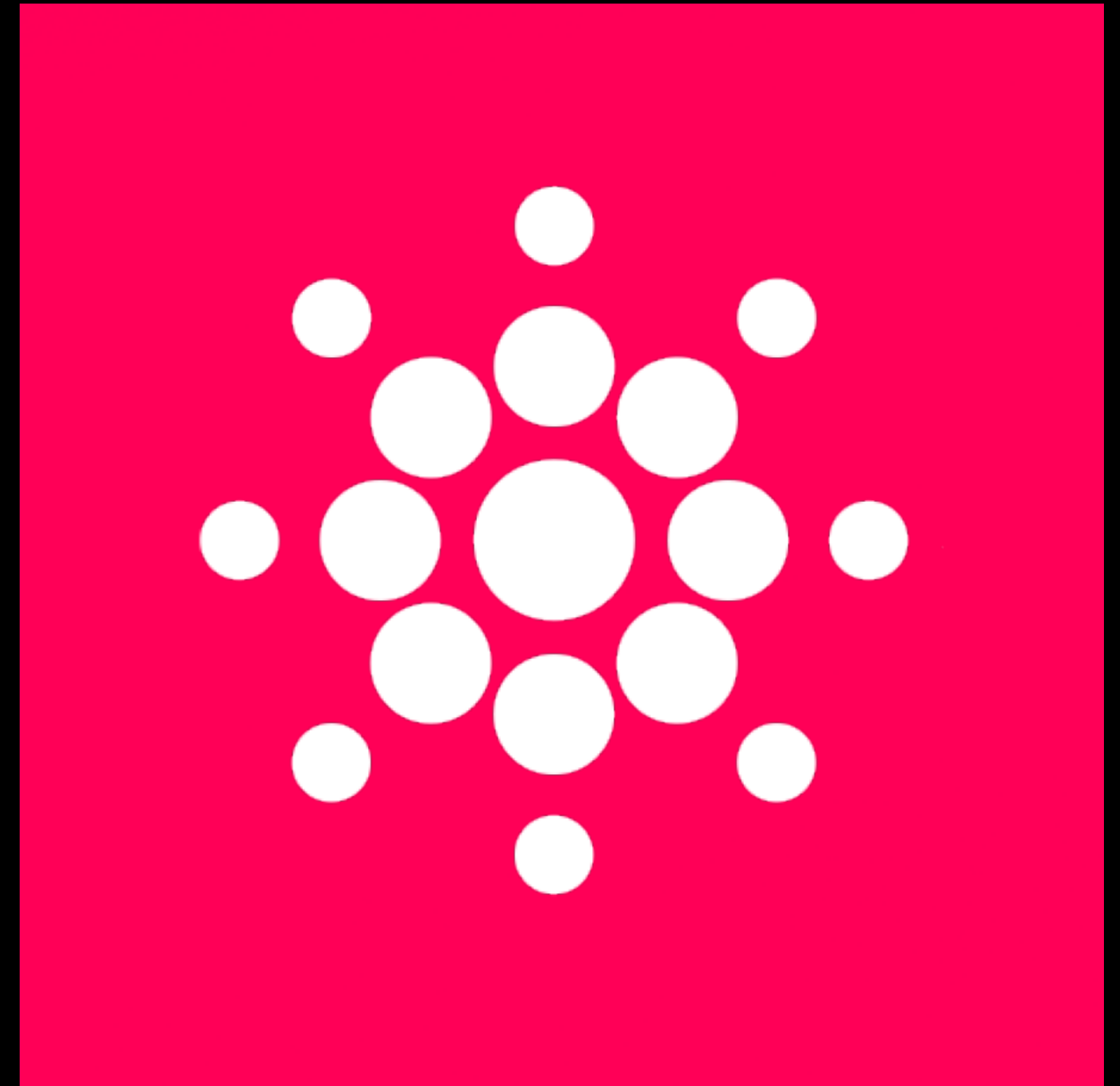
    float y = v1.y +
    sin(radians(i)) * (size - (thirdSize));

    ellipse(x, y, thirdSize, thirdSize);

    if(i%45 == 0)
    {
        x = v1.x + cos(radians(i)) * size;

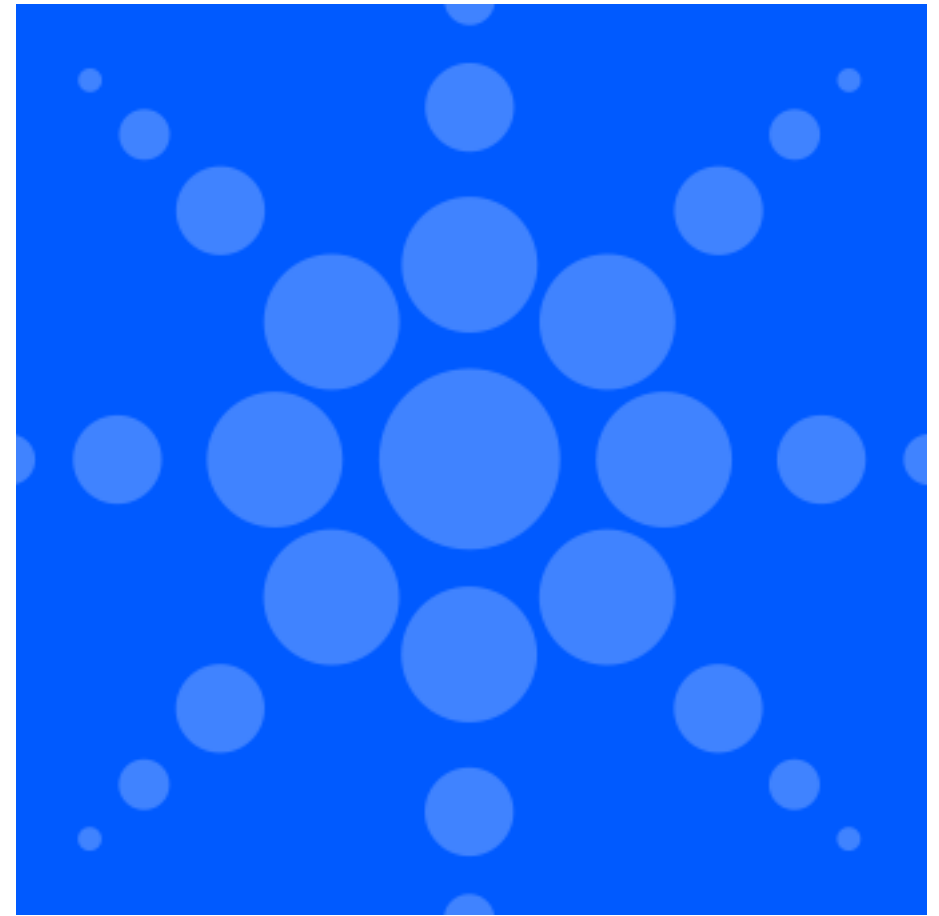
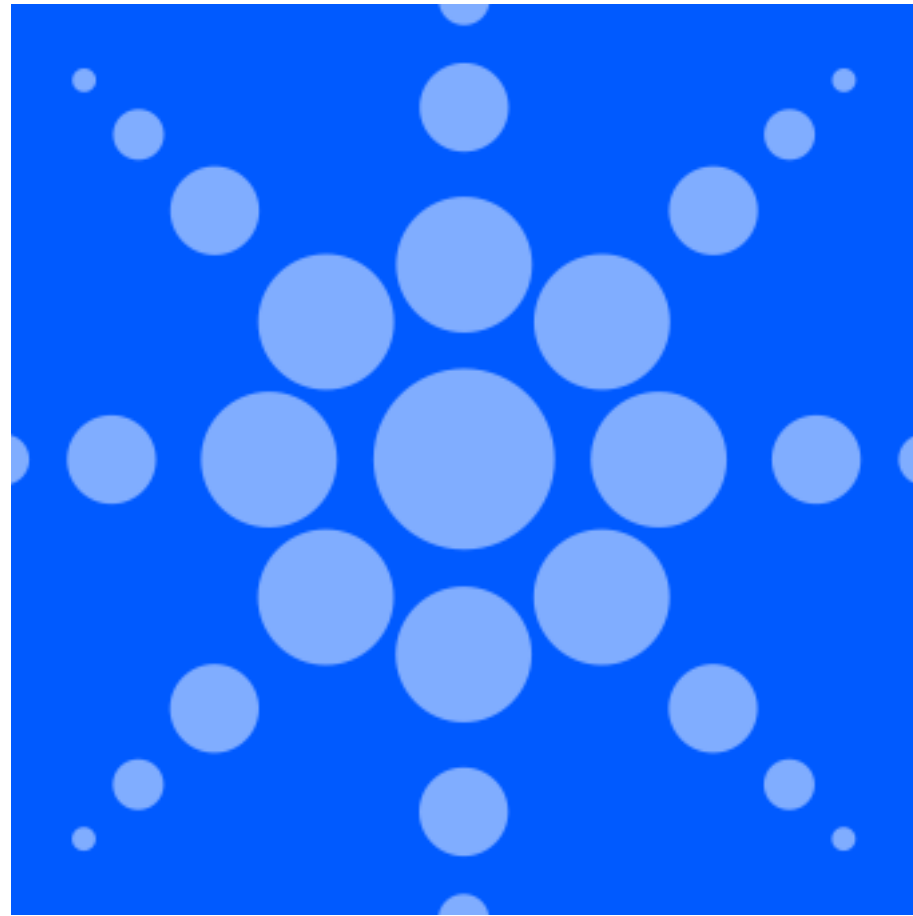
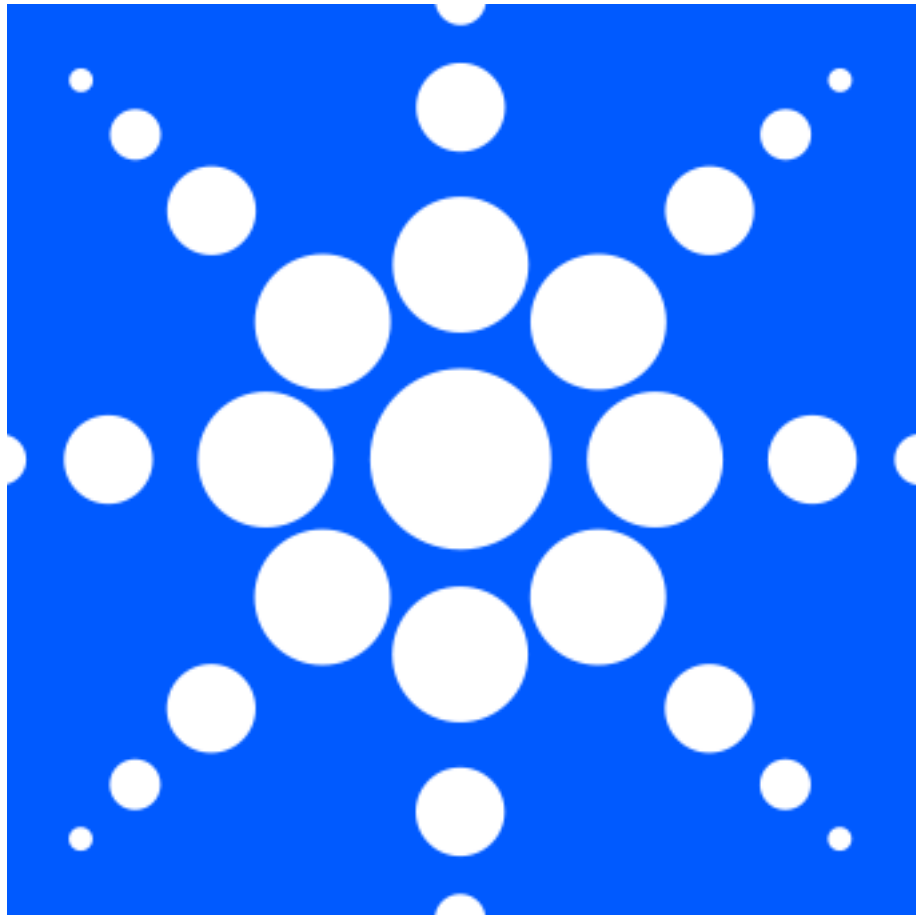
        y = v1.y + sin(radians(i)) * size;

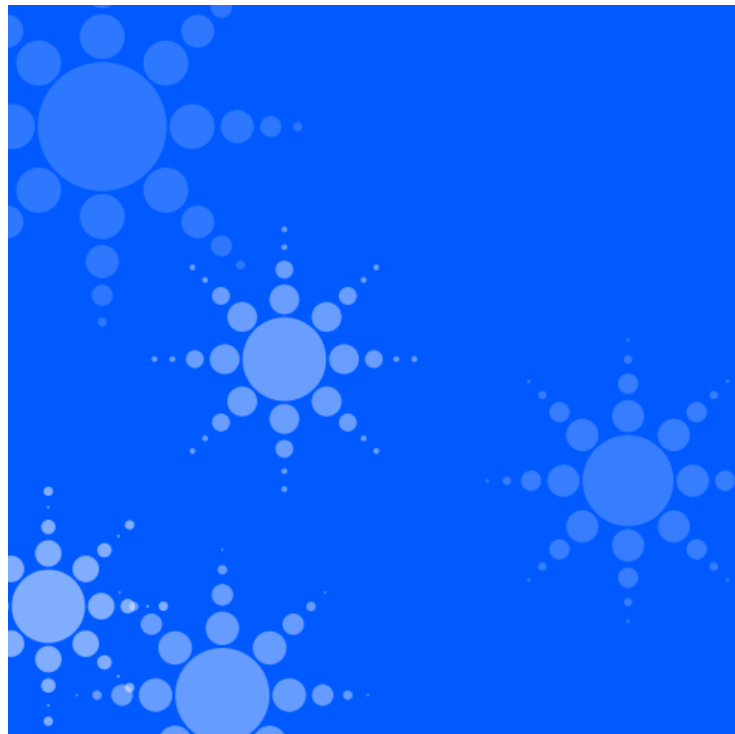
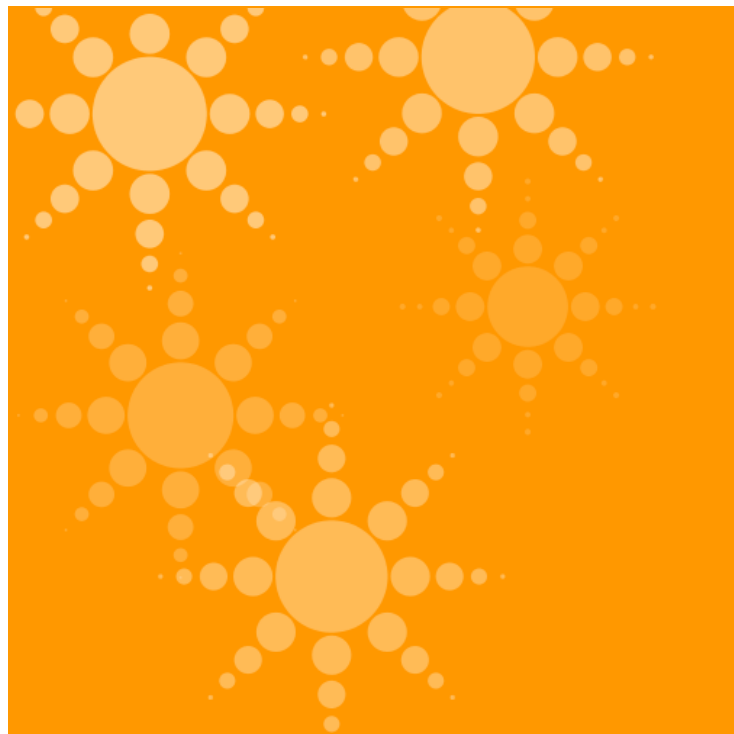
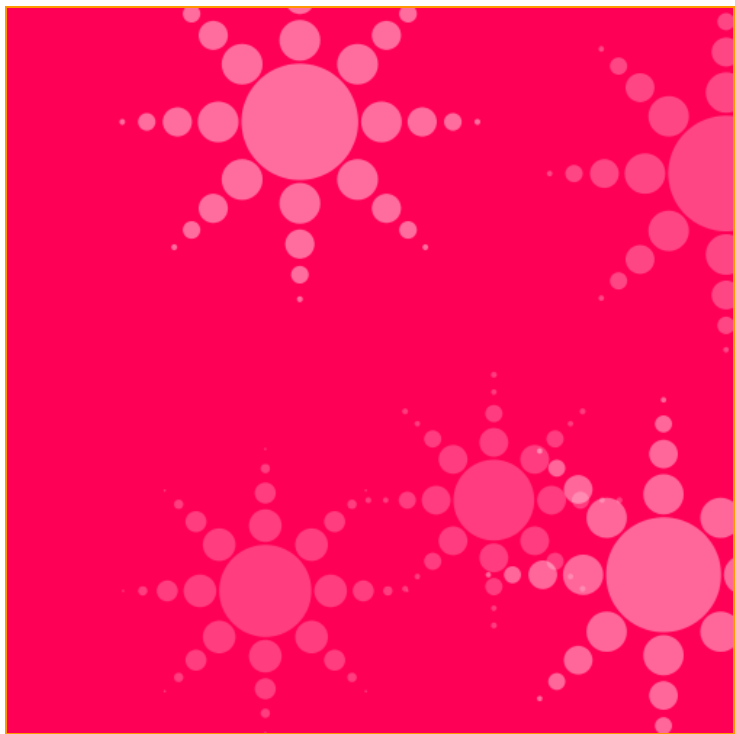
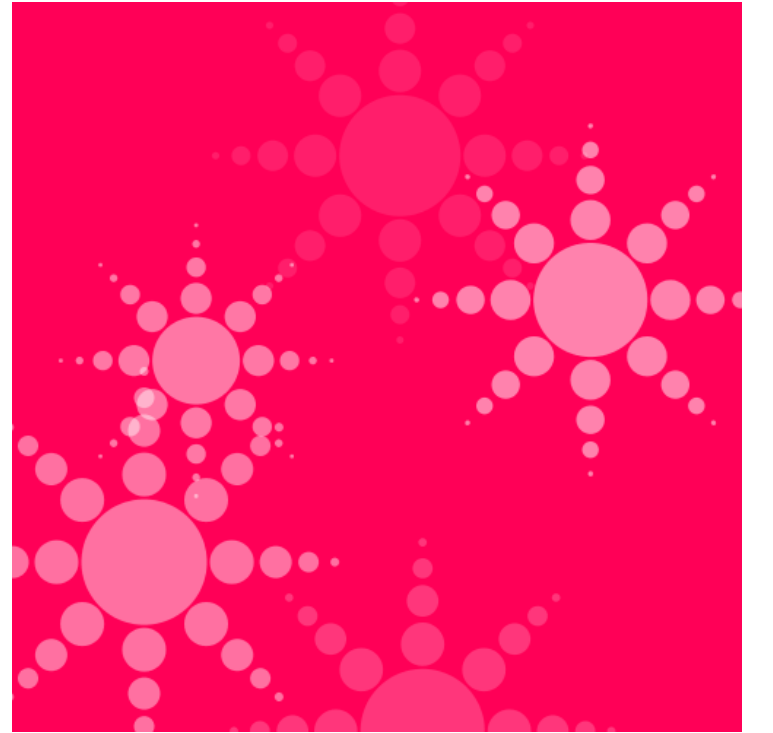
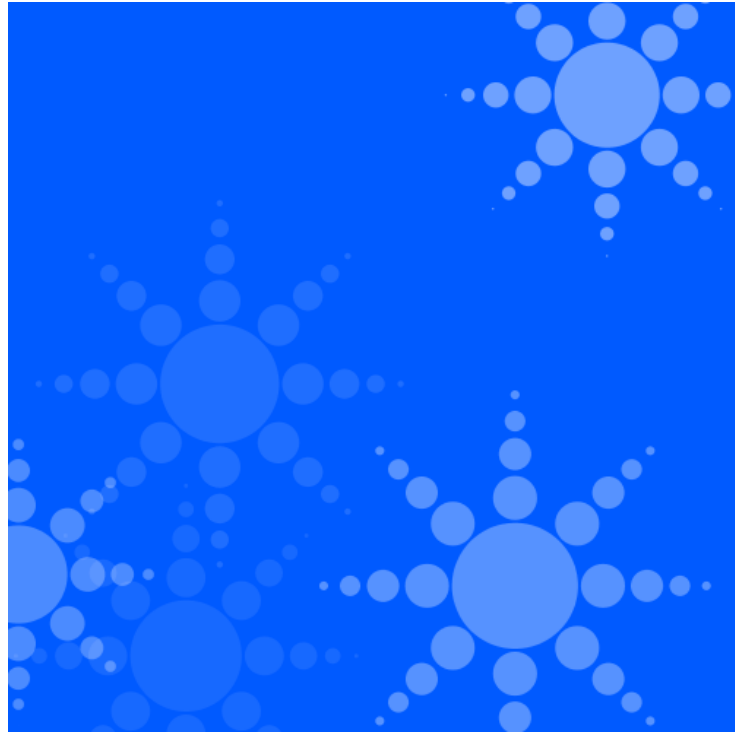
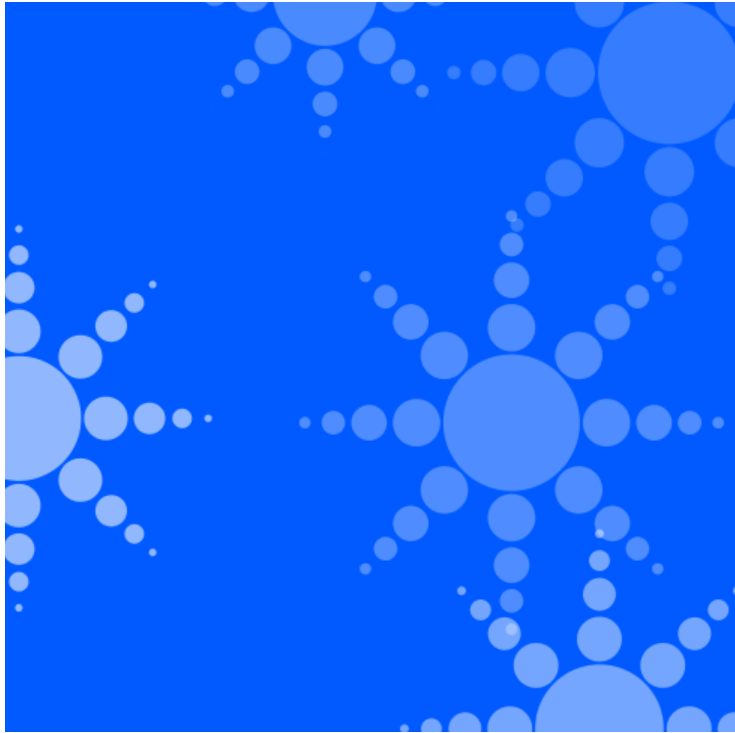
        ellipse
        (x, y, thirdSize - 8, thirdSize - 8);
    }
    ...
}
```

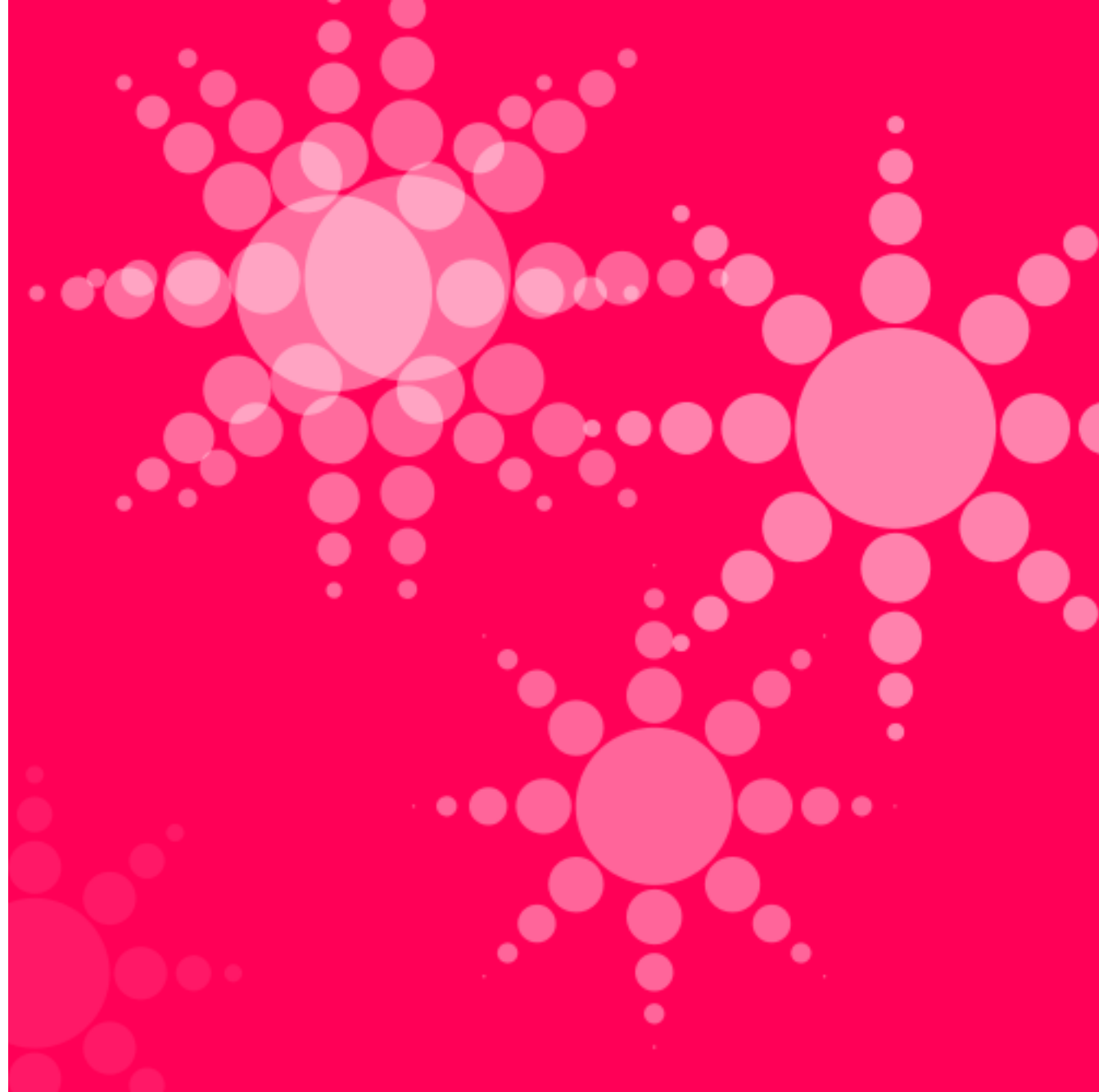


```
alpha = random(20,150);
```

```
fill(255, alpha);
```







```
Kreis b =  
new Kreis  
(random(0, 500), random(0, 500), random(50, 100));  
  
b.display();  
  
PVector newPos =  
new PVector (random(0, 500), random(0, 500));  
  
float newRadius = random(50, 100);  
  
while (dist (b.v1.x, b.v1.y, newPos.x, newPos.y)  
< newRadius*1.45 + b.size*1.45)  
{  
    newPos.x++;  
    println ( newPos.x );  
}  
  
Kreis b1 = new Kreis(newPos.x, newPos.y, newRadius);  
  
b1.display();
```

