Exercise 6-4

A	B	C

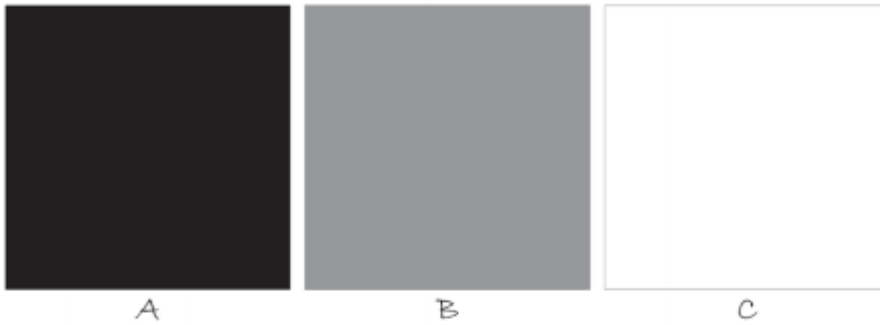**#1: Global "count"**

```
float count = 0;Declared globally.

void setup() {
  size(200, 200);
}

void draw() {
  count = count + 1;
  background(count);
}
```

#2: Local "count"

```
void setup() {
  size(200, 200);
}

void draw() {
  float count = 0;Declared locally.
  count = count + 1;
  background(count);
}
```

- B
- A