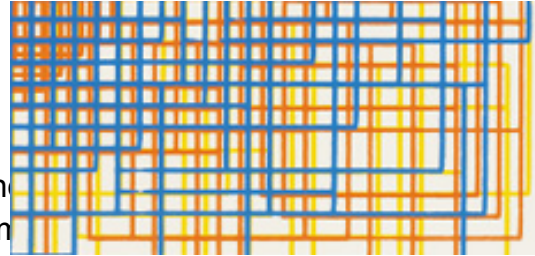




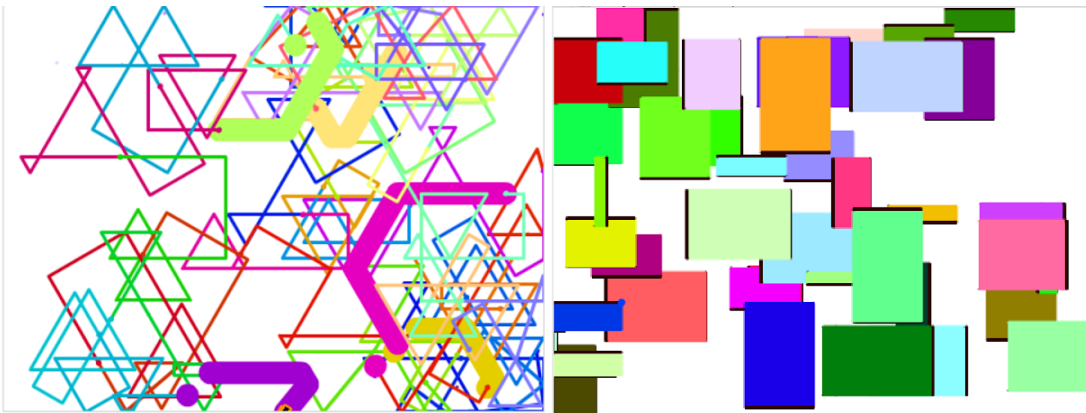
## Generative Art Lab

### Prompt:

Write a program that uses loops to create art. When the program runs, it should produce a beautiful piece of random generative art. Here are some examples of art created using a loop and the random block from operators.



produce a  
at least 1



Remember these tips:

- **Don't be afraid of making mistakes** in Computer Science, we are not exaggerating when we say no piece of software has ever been written without thousands of mistakes being made.
- **The computer only does what it's told.** If the computer is doing something you didn't expect, it's because you told it to do the wrong thing! Pretend you're the computer, read your code very carefully and act it out.
- **Look things up!** No true Computer Scientist does everything on their own. We use Google a lot! Try looking up the answer to your question on the internet before you ask anyone else.

### Bonuses:

- Add shapes to your art
- Experiment with nested loops (loops inside other loops)
- Try to replicate the work of another artist, but with your own flare and some randomness
- Take mouse input