Falls die Zip Dateien nicht funktionieren, hier nochmal als Text. :)

**Programm 1: Kreise**

var bugs = [];

function setup() {

createCanvas(750, 500);

for (var i=0; i<50; i++) {

bugs.push(new Jitter());

}

}

function draw() {

background(255,0);

for (var i=0; i<bugs.length; i++) {

bugs[i].move();

bugs[i].display();

}

}

function Jitter() {

this.x = random(width);

this.y = random(height);

this.diameter = random(20, 70);

this.speed = 2;

this.move = function() {

this.x += random(-this.speed, this.speed);

this.y += random(-this.speed, this.speed);

}

this.display = function() {

noStroke();

fill(random(160),random(255), random(255));

ellipse(this.x-12, this.y+19, this.diameter, this.diameter);

}

}

**Programm 2: Waves**

let yoff = 0.0;

function setup() {

createCanvas(750, 500);

}

function draw() {

background(255,0);

strokeWeight(3);

stroke(random(255),random(255),random(255))

fill(0);

beginShape();

let xoff = 0;

for (let x = 0; x <= width; x += 10) {

let y = map(noise(xoff, yoff), 0, 1, 2, 700);

vertex(x, y);

xoff += 0.09;

}

yoff += 0.04;

vertex(width, height);

vertex(0, height);

endShape(CLOSE);

}