**Make HSB turn into RGB**

function setup() {

createCanvas(400, 400);

background(220);

// RGB

colorMode(RGB,250);

}

function draw() {

let x = random(width);

let y = random(height);

fill(x, y, 100);

noStroke()

ellipse(x, y, 20);

}

**Changing Variables**

var x=h

var y=s

function setup() {

createCanvas(400, 400);

background(220);

// HSB with H range 0-400, S range 0-400, B range 0-100:

colorMode(HSB, 400, 400, 100);

}

function draw() {

let h = random(width);

let s = random(height);

fill(h, s, 100);

noStroke()

ellipse(h, s, 20);

}

Change in variable h,s to dog cat

var x=dog

var y=cat

function setup() {

createCanvas(400, 400);

background(220);

// HSB with H range 0-400, S range 0-400, B range 0-100:

colorMode(HSB, 400, 400, 100);

}

function draw() {

let dog = random(width);

let cat = random(height);

fill(dog, cat, 100);

noStroke()

ellipse(dog, cat, 20);

}

Note:No change,still the same in both