**ALTER THE CODES(IN CLASS ACTIVITIES)**

var y = 250

var y2=y

var speed = 5;

function setup() {

createCanvas(400, 400);

}

function draw() {

background(0);

noStroke();

rect(0,0,400,70);

ellipse(200,y,50)

ellipse(200,y2,50)

if(y>height)

speed=-1

y=y+speed

}

……………………………………………………………...

function setup() {

createCanvas(400, 400);

}

// track the circle to draw next frame

var x = 1000;

var y = 1000;

var x1=x

var y2=y

function draw() {

colorMode(HSB);

stroke(255);

// draw circle with random hue

fill(random(55), 100, 100);

rect(x, y, 20, 20)

rect(x1, y2, 45, 45)

// set up next circle

x = x + 25;

// if we hit the right edge, go down a line

if (x > width-25) {

x = 25;

y = y + 25;

}

// if we hit the bottom edge, reset to top

if (y > height-25) {

y = 25;

}

}

………………………………………………………….

var x = 210;

var y = 290;

var r = 0;

function setup() {

createCanvas(400, 400);

}

function draw() {

background(0);

noStroke();

// draw smokestack

fill(255);

rect(195, height, 30, -100);

// darker as it gets closer to 0

fill(y);

translate(x, y);

rotate(r);

rect(-111, -10, 250, 10);

// up 3 pixels

y -= 2;

// rotate 0.05 radians ~= 2.8 degrees per frame

r += 2

// if reach past the top a bunch

if (y < -300) {

y = 290;

}

}