```processing
int r = 255;
int g = 255;
int b = 255;

void setup() {
  size(500, 500);
  background(255, 255, 255);
  smooth();
  fill(0, 0, 0);
  ellipse(40, 30, 5, 5);
  ellipse(40, 60, 13, 13);
  ellipse(40, 100, 20, 20);
  stroke(0, 0, 0);
  fill(255, 0, 0);
  rect(width-30, 30, 20, 20, 7);
  fill(0, 255, 0);
  rect(width-30, 60, 20, 20, 7);
  fill(0, 0, 255);
  rect(width-30, 90, 20, 20, 7);
  strokeWeight(10);
}

void draw() {
  //TODO
  //Tips. bruk mousePressed for å analysere musknappen
  //Tips. stroke(r, g, b) bestemmer farge på figurer i forhånd
  //Tips. line(x1, y1, x2, y2) lager en linje i en bestemt kordinat
  if (mousePressed) {
    stroke(r, g, b);
    line(pmouseX, pmouseY, mouseX, mouseY);
```

```
31      r = r - 30;
32      g = g - 10;
33      b = b - 5;
34      if(r <= 0){
35       r = 255;
36      }
37      else if(g <= 0){
38        g = 255;
39      }
40      else if(b <= 0){
41       b = 255;
42      }
43   }
44 }
45
```