void setup() {

size(500, 500); // create a window

background(255);

}

void draw() {

fill(0);

ellipse(mouseX, mouseY, 100,100);

}

// setp happens once at the beginning of your program

void setup() {

size(500,500);

}

// draw happen forever and after that

void draw() {

background(255);

fill(mouseX);

// draw a circle atthe mouse position

ellipse(mouseX, mouseY, 100,100);

stroke(255, 0, 0);

strokeWeight(4); // it is the thickness of the outline. The 4 is pixels

// draw a line (x1,y1,x2,y2)

line(0,0,width, height);

}

// whatever is inside the brakers {} is in the program instructions

void setup() {

size(500, 500); //for create a window

}

void draw() {

//refresh the background

background(0);

//adjust the thickness of the stroke base on mouseX

strokeWeight(mouseX/2);

stroke(255,0,0);

// draw a circle at center screen, use the mouse's x and y

// position to alter the width and height

ellipse(width/2, height/2, mouseX, mouseY);

}