Random function

function setup(){

size(600,400);

color(80,0,0,.2)

}

function draw(){

var x,y,r;

var i;

for(i=0; i<800; i=i+1){

x=random()\*width;

y=random()\*height;

r=min(x,y,width-x,height-y);

circle(x,y,r);

}

}

Colored spots

function randomFillColor(){

var r,g,b;

r=floor(random()\*255);

g=floor(random()\*10);

b=floor(random()\*200);

a=random();

fillcolor(r,g,b,a);

}

function setup(){

size(600,400);

}

function draw(){

var x,y,r;

var i;

for(i=0; i<100; i=i+1){

x=random()\*width;

y=random()\*height;

r=random()\*50;

circle(x,y,r);

randomFillColor();

fill();

}

}

Specific colors

var theColors=[rgba(80,0,0,0.5),'teal','blue','purple','red','black'];

function setup(){

size(600,400);

}

function draw(){

var x,y,r;

var i;

for(i=0; i<100; i=i+1){

x=random()\*width;

y=random()\*height;

r=random()\*50;

circle(x,y,r);

fillcolor(theColors.random());

fill();

}

}

Adding time

var theColors=['teal','blue','purple','red','black'];

function setup(){

size(600,400);

timestep(1000);

loop();

}

function draw(){

var x,y,r;

x=random()\*width;

y=random()\*height;

r=random()\*50;

circle(x,y,r);

fillcolor(theColors.random());

fill();

}

function draw(){

var x,y,r; //variable for x coord//

for(x=40; x<width;x=x+40)

for (y=20;y<height;y=y+50){

r=random()\*25;

circle(x,y,r)

}

}

**function mark (x,y,r){**

**save();**

**translate (x,y);**

**rotate (360\*random());**

**line(-r,0,r,0);**

**restore();**

**}**

**function setup(){**

**loop();**

**}**

**function draw(){**

**var theColors=['teal','blue','purple','red','black'];**

**var x,y**

**x=random()\*360;**

**y=random()\*360;**

**color(theColors.random());**

**mark(200,200,50);**

**}**

Fuzzy random colors

function mark (x,y,r){

save();

translate (x,y);

rotate (360\*random());

line(-r,0,r,0);

restore();

}

function setup(){

loop();

}

function draw(){

var theColors=['teal','blue','purple','red','black'];

var x,y

x=random()\*400;

y=random()\*400;

color(theColors.random());

mark(x,y,30);

}

< <button onclick="stoploop();">Stop</button>

<button onclick="startloop();">Start</button>

<button onclick="startover();">Start Over</button>