

CSE2006 LAB 4

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Code:

```
void setup(){
  size(400,400);
  noStroke();
  background(1);
}
void draw(){
  //
  int r1 = 0, g1=0, b1=0, r2 = 0, g2=0, b2=0, r3 = 0, g3=0, b3=0;
  if((keyPressed == true)&&(key=='R')){
    r1=255;
    g1=0;
    b1=0;
    r2=204;
    g2=204;
    b2=204;
    r3=204;
    g3=204;
    b3=204;
  }
  else if((keyPressed == true)&&(key=='Y')){
    r1=204;
    g1=204;
    b1=204;
    r2=255;
    g2=239;
    b2=0;
    r3=204;
    g3=204;
    b3=204;
  }
  else {
    r1=204;
    g1=204;
    b1=204;
    r2=204;
    g2=204;
    b2=204;
    r3=0;
    g3=255;
    b3=0;
  }
}
```

```

}
//dd
background(1);
fill(100);
rect(70,0,250,1000);
fill(169,169,169);
rect(30,100,30,55);
rect(40,150,10,25);
fill(r1,g1,b1);
ellipse(43,110,20,20);
fill(r3,g3,b3);
ellipse(43,135,20,20);

fill(255);
ellipse(120, mouseY+200,33,33); //top circle
ellipse(120, mouseY/2,33,33); //middle circle
ellipse(170, mouseY*2+100, 33, 33); //bottom circle
for(int i = 10; i<width; i+=10){
    ellipse (height/2,i,4,4);
}
float iy = height -mouseY; //inverse Y

ellipse(240, iy+100,33,33); //top circle
ellipse(240, iy/2,33,33); //middle circle
ellipse(290, iy*2+250, 33, 33); //bottom circle
}

```

Output:

