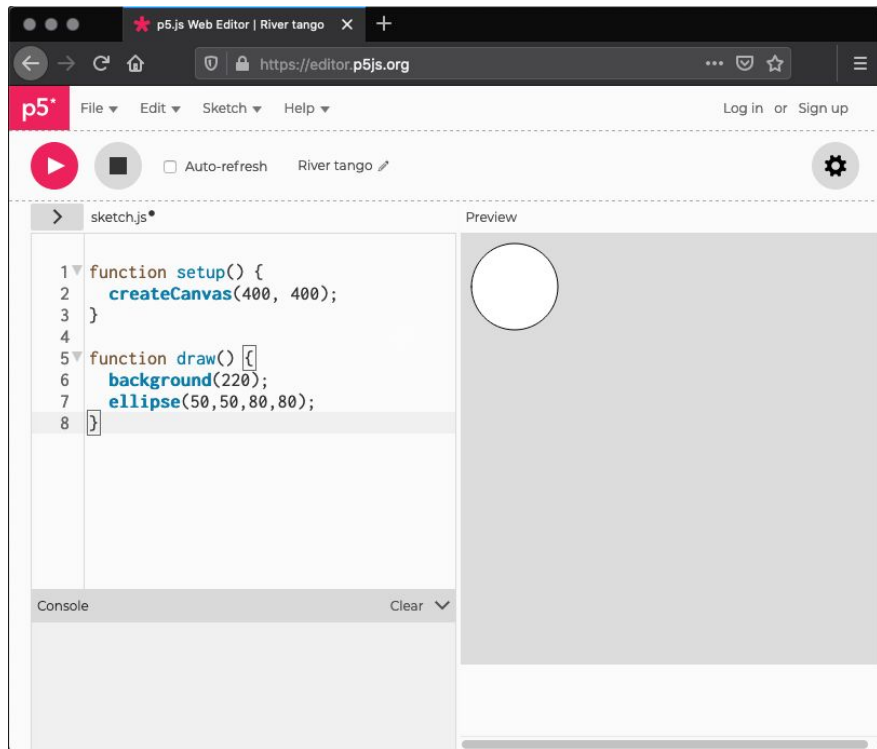
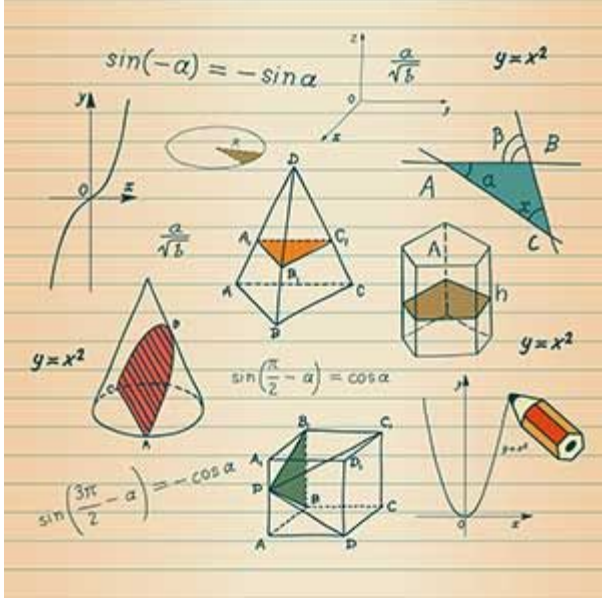


**INTERACTION**









```
function setup() {  
  createCanvas(400, 400);  
}
```

```
function draw() {  
  background(220);  
}
```

**let x = 3.14;**

**let y = 10;**

```
function setup() {  
  createCanvas(400, 400);  
}
```

```
function draw() {  
  background(220);  
  print(x, y);  
}
```

**let a;**

```
function setup() {  
  createCanvas(400, 400);  
  a = new A(3.14, 10);  
}
```

```
function draw() {  
  background(220);  
  a.display();  
}
```

**class A{**

```
  constructor(x, y){  
    this.x = x;  
    this.y = y;  
  }
```

```
  display(){  
    ellipse(this.x, this.y, 10, 10);  
    rect(this.x + this.y, this.y, 10, 10);  
  }  
}
```

```
let a;

function setup() {
  createCanvas(400, 400);
  a = new A(3.14, 10);
}

function draw() {
  background(220);
  a.display();
}

class A{

  constructor(x, y){
    this.x = x;
    this.y = y;
  }

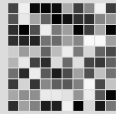
  display(){
    for(let i = 0; i < 10; i++){
      ellipse(i + this.x, this.y, 10, 10);
      rect(i + this.x + this.y, this.y, 10, 10);
    }
  }
}
```

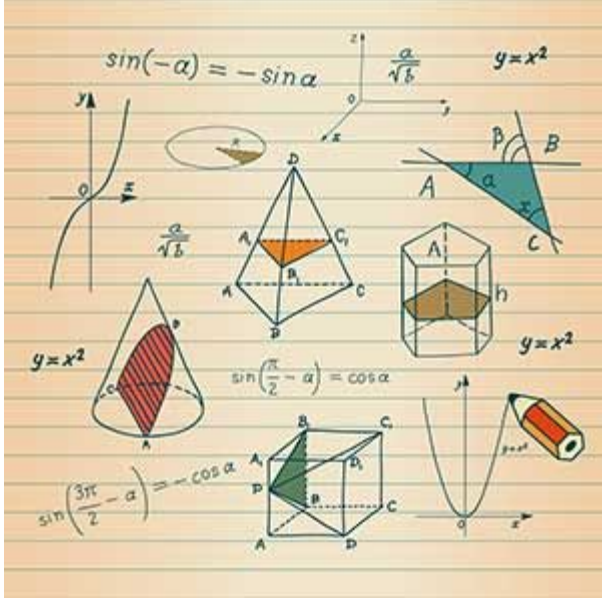


```
let a = [];  
let offset = 140;  
  
function setup() {  
  createCanvas(400, 400);  
  noStroke();  
}  
  
function draw() {  
  background(220);  
  for(let i = 0; i < 10; i++){  
    for(let j = 0; j < 10; j++){  
      a[j] = new A(i, j);  
      a[j].display();  
    }  
  }  
}  
  
class A{  
  
  constructor(x, y){  
    this.x = x;  
    this.y = y;  
  }  
  
  display(){  
    rect(this.x * 11, this.y * 11, 10, 10);  
  }  
}
```

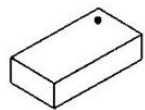


```
let a = [];  
let offset = 140;  
  
function setup() {  
  createCanvas(400, 400);  
  noStroke();  
}  
  
function draw() {  
  background(220);  
  for(let i = 0; i < 10; i++){  
    for(let j = 0; j < 10; j++){  
  
      a[j] = new A(i, j);  
  
      if(mouseIsPressed){  
        fill(random(255));  
      }  
  
      a[j].display();  
    }  
  }  
}  
  
class A{  
  
  constructor(x, y){  
    this.x = x;  
    this.y = y;  
  }  
  
  display(){  
    rect(this.x * 11, this.y * 11, 10, 10);  
  }  
}
```

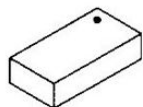




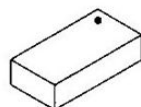




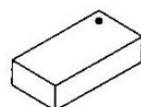
initial shape



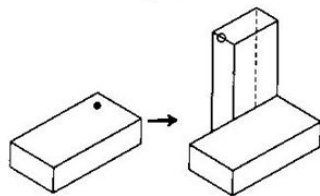
initial shape



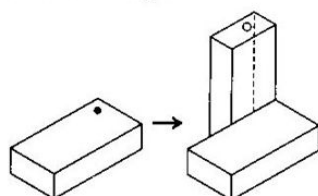
initial shape



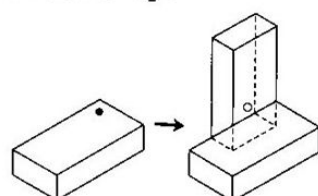
initial shape



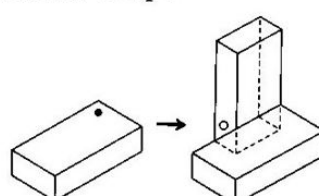
rule



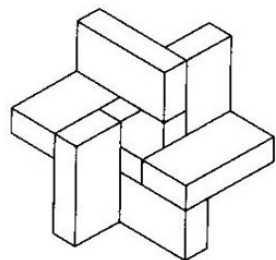
rule



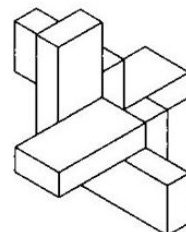
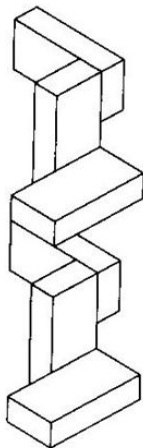
rule



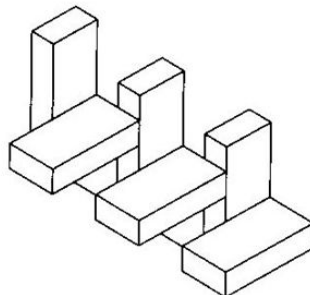
rule



design



design



design



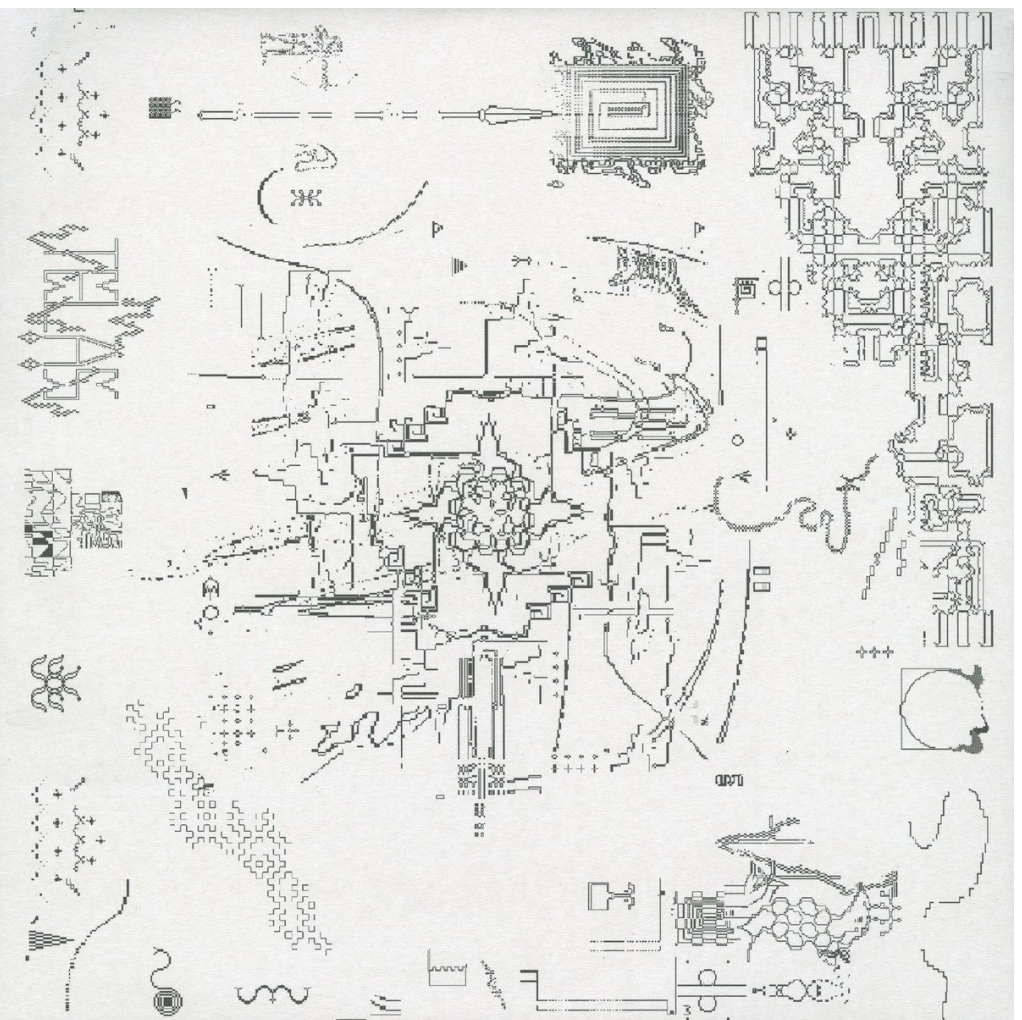




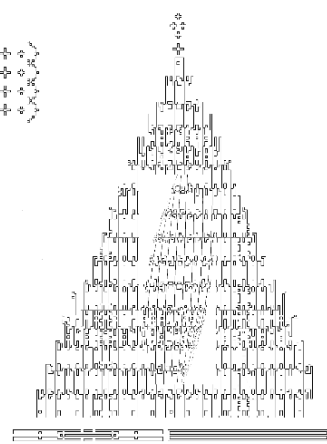
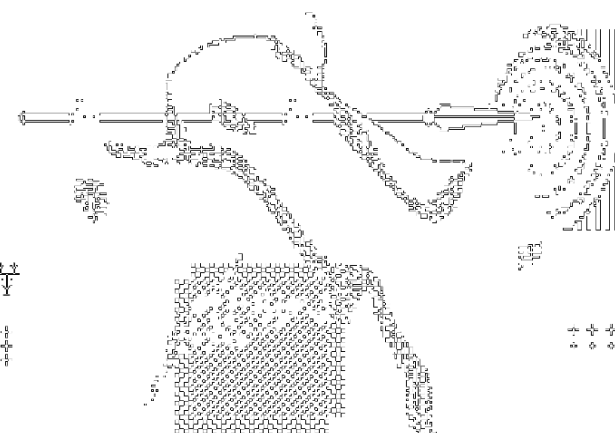
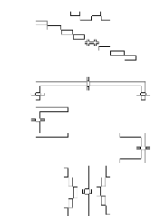
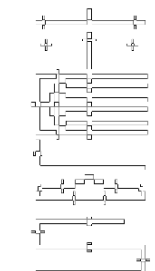




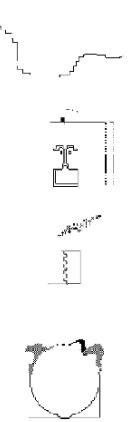
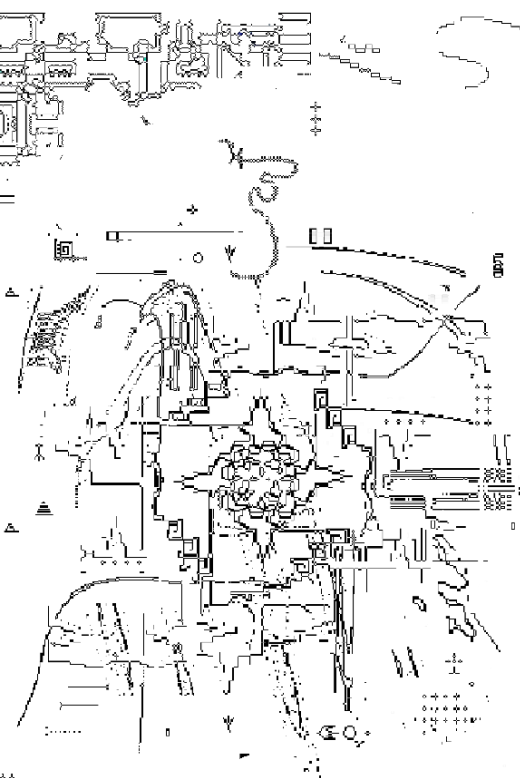
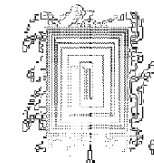
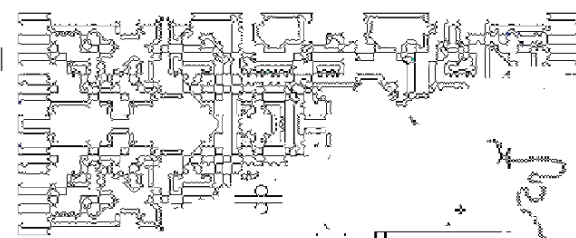








enter













Homework: Create an interactive grid  
of rectangle objects that, when  
clicked, change color.