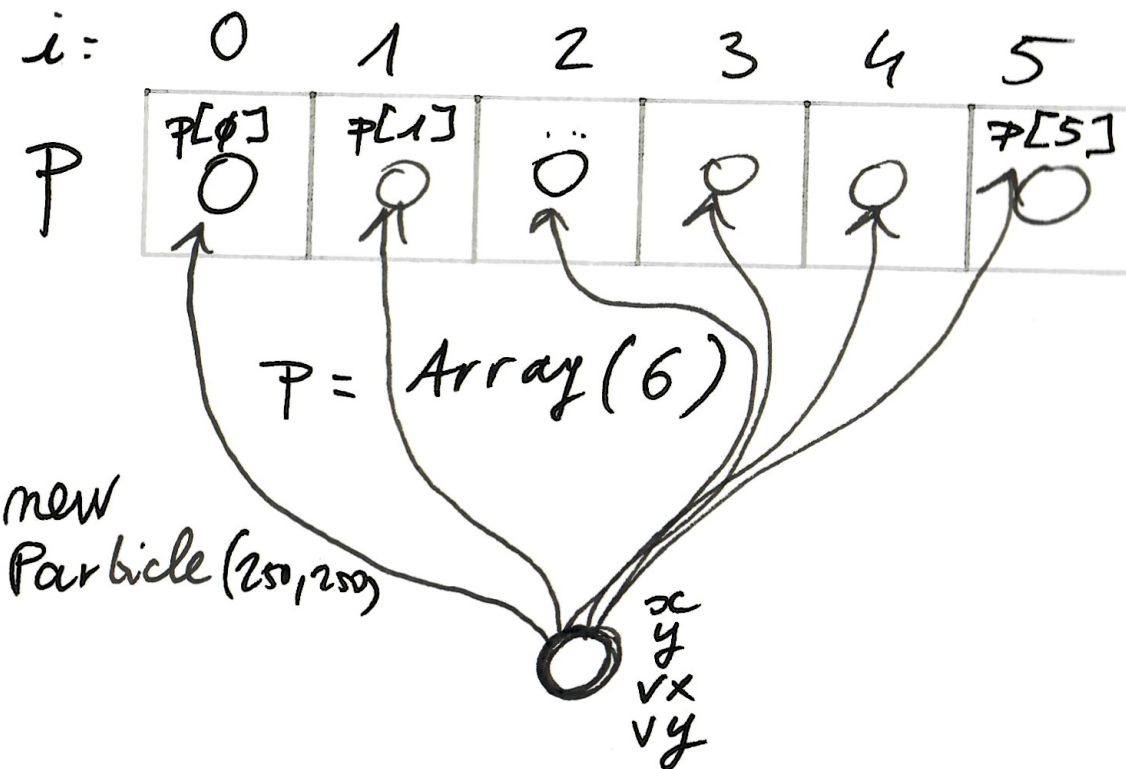


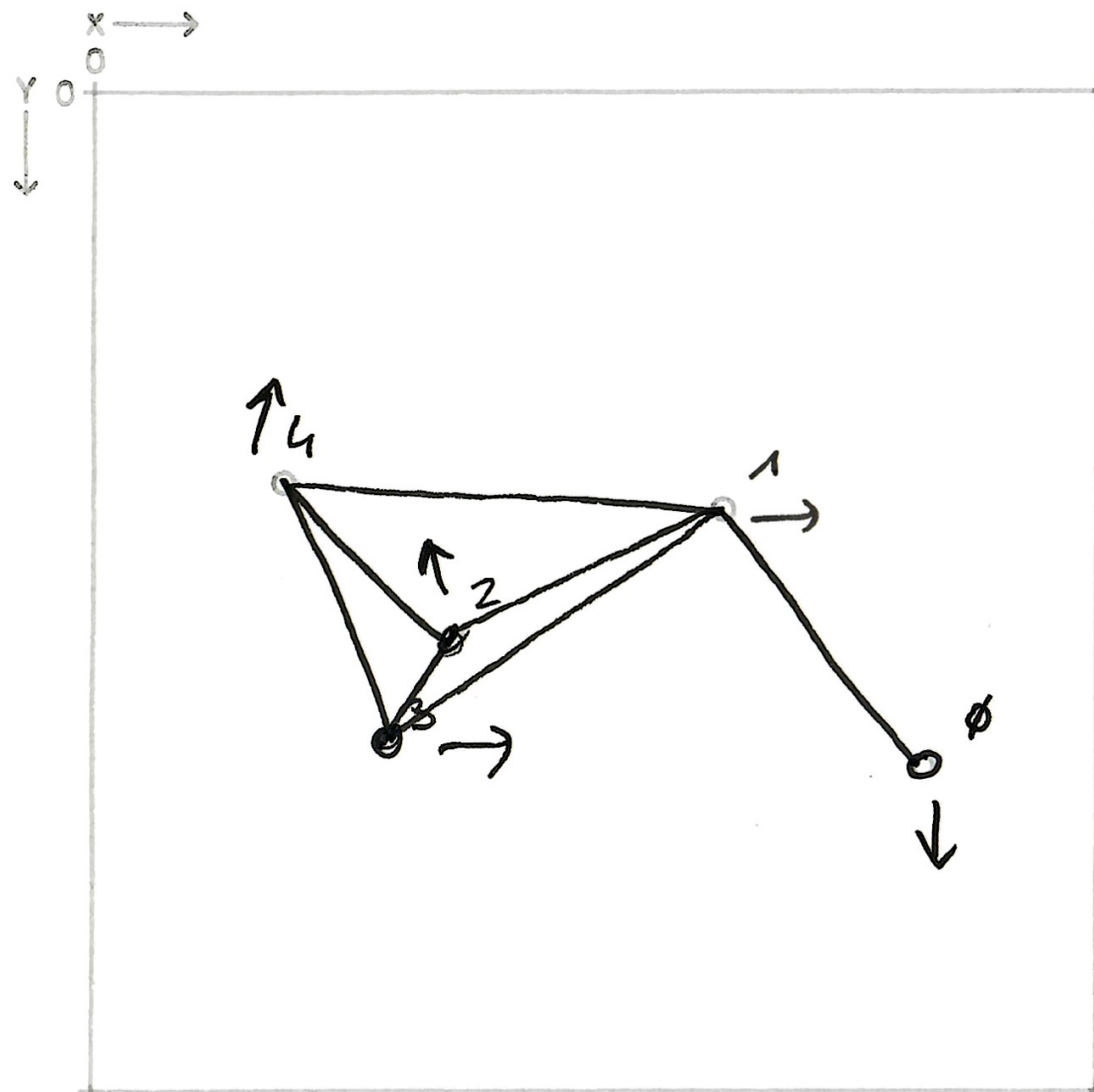
if (this.x < 0 || this.x > width) { ... }

```
class Particle
{
    constructor(x, y)
    {
        this.x = x;
        this.y = y;
        this.vx = random(-2, 2);
        this.vy = random(-2, 2);
    }
}
```

	\emptyset	1	2	3	4	5
P	123	10	20M

$P = \text{Array}(6)$
 $P[\emptyset] = 123;$
 $P[1] = 10;$
 \vdots
 $P[5] = 20M$

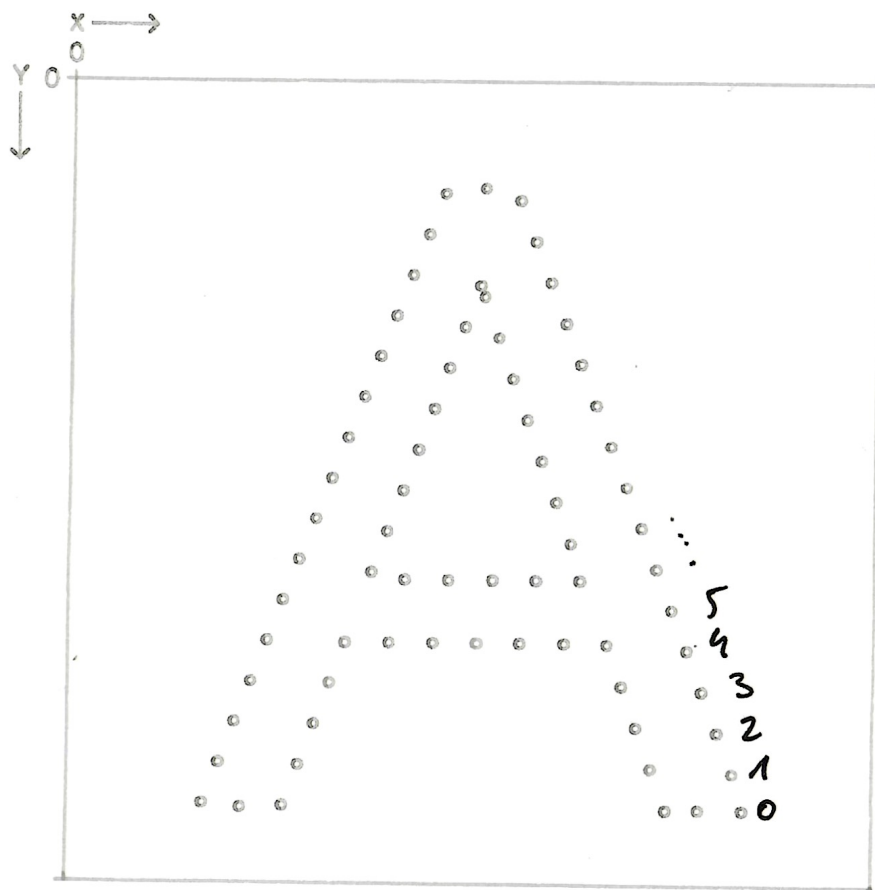




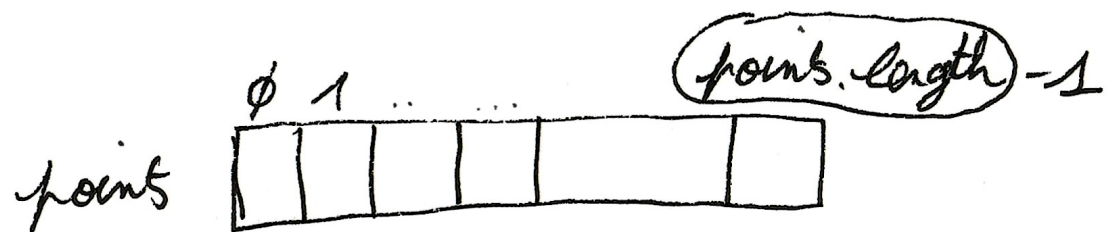
```

for (let i = 0; i < mb; i = i + 1) {
  let pi = p[i];
  for (let j = i + 1; j < mb; j = j + 1) {
    let pj = p[j];
    let d = dist(pi.x, pi.y, pj.x, pj.y);
    if (d < 100) {
      line(pi.x, pi.y, pj.x, pj.y);
    }
  }
}

```



```
let points =  
font.textToPoint("A", 250, 250, 200);
```



points

```
points = Array(6);
```

```
let fontSize = 123;
```