

## Bubble\_Example

//Bubble Program

//Mr. H.

//declare and initialize a radius variable

```
int r = 30;
```

```
void setup(){  
  size(600,600);  
  background(0);  
}
```

```
void draw(){  
  noCursor();  
  //creates a random shade of blue  
  fill(0,0,random(255));  
  //places circle at mouse position  
  ellipse(mouseX,mouseY,r,r);  
  r = int(random(10,100));  
}
```