Efficient_Time_Delay

```
//Adding an Efficient Time Delay
//Mr. H.

int x = 0;
int tempTime = millis();
int delayTime;


void setup() {
 size(600, 600);
}


void draw() {
 background(255);

 //draws green ellipse to show delay in movement
 fill(0,255,0);
 ellipse(x, 100, 25, 25);

 //displays text to show program runs continuously
 fill(0);
 textSize(16);
 text("Delay Time = "+delayTime,20,20);


 //adds an efficient "delay" without slowing down program
 delayTime = millis() - tempTime;
 //sets the delay time in milliseconds
 if (delayTime >= 1500) {
   x = x + 50;
   //resets the ellapsed delay back to 0 milliseconds
   tempTime = millis();
 }


 //respawns ellipse on left side of window
 if (x >= 650) {
   x = 0;
 }
}
```