

## Importing\_an\_Image

//Importing an Image

//Mr. H.

PImage Bell;

```
void setup() {  
  size(600, 600);  
  background(0);  
  Bell = loadImage("Bell.png");  
  Bell.resize(300,100);  
}  
void draw() {  
  background(255);  
  image(Bell,mouseX,0);  
  stroke(255,0,0);  
  ellipse(mouseX,mouseY,20,20);  
}
```