

Wet_Paint_Example

//Wet Paint Example

//Mr. H.

//declare and initialize a random horizontal variable

```
int x = int(random(10,590));
```

//declare and initialize a vertical variable

```
int y = 0;
```

```
void setup(){
```

```
  size(600,600);
```

```
  background(255);
```

```
}
```

```
void draw(){
```

```
  fill(255,0,0);
```

```
  stroke(180,0,0);
```

```
  ellipse(x,y,30,30);
```

```
  //incrementing y creates falling effect
```

```
  y = y + 2;
```

```
  //respawns ellipse at top after it hits the bottom
```

```
  if (y >= 630){
```

```
    y = -30;
```

```
    x = int(random(10,590));
```

```
  }
```

```
}
```