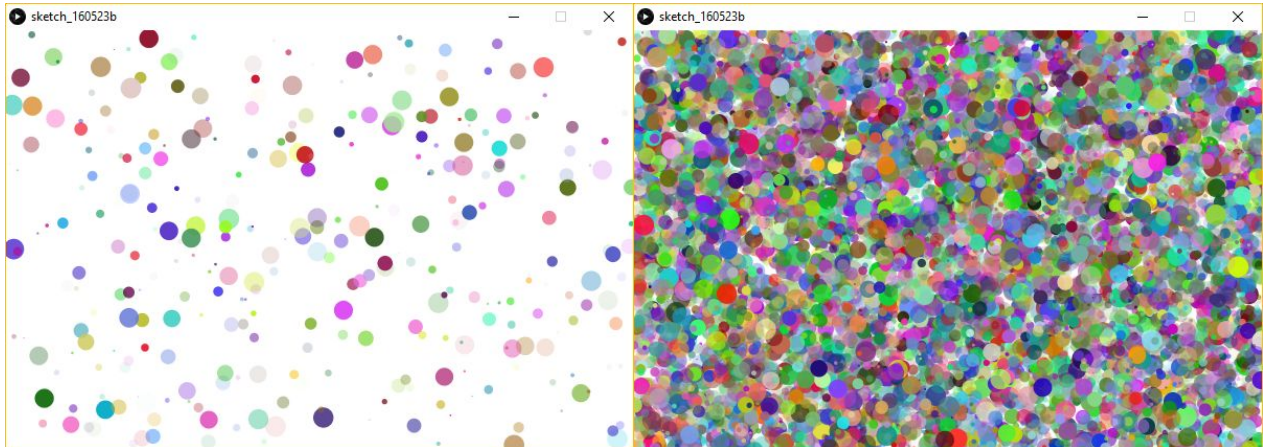


Random Painting

Your task is to make a program that will draw a picture with random dots, like this:



You will need variables like this:

```
float red;  
float green;  
float blue;  
float alpha;  
  
float diameter;  
float xPos;  
float yPos;
```

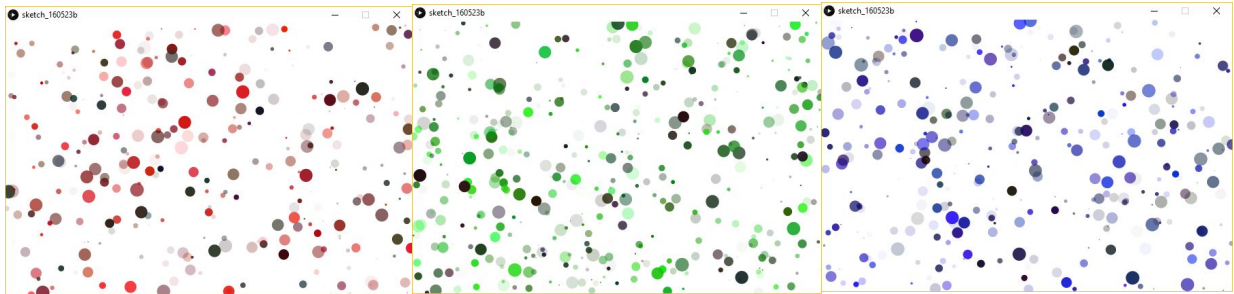
“alpha” is used to set the *transparency* of a colour. This is a new, fourth number in “fill()”. Try your code with and without it.

You will need to give each of the float variables a *random value*, and then use them to do “fill()” and “ellipse”. Remember that you can turn off the outline of circles by using “noStroke()”.

What is a “float”? This is a type of number, like **int**. Unlike an **int**, a **float** can have decimal points after it (so “10.5246” can be a **float**, but not an **int**. “10” can be either a **float** or an **int**).

Extra Features

1. Add a keyboard control which will stop/start the drawing when you press it.
2. Make the shapes be mostly red, mostly green and mostly blue (as below).



3. Add keys which switch between red, green and blue modes.
4. Add a key to change the size of the random circles.
5. Add a key to save the pictures (look back at lesson 1 for this).