| 1 | Video – Do watch really helps | 2 | <pre>1 noStroke();
2 fill("SeaGreen");
3
4 function draw(){
5   ellipse(randomNumber(0,400), randomNumber(0,400));
6 }
7</pre> | 3 | <pre>1 noStroke();
2
3 function draw(){
4   fill("green");
5   ellipse(randomNumber(0,400), randomNumber(0,400));
6   fill("orange");
7   ellipse(randomNumber(0,400), randomNumber(0,400));
8 }
9</pre> |
|---|---|---|---|---|---|
| 4 | Will will draw a random yellow circle bouncing around on a red background

<pre>1 World.frameRate = 5;
2
3 noStroke();
4 background("blue");
5 fill("Yellow");
6
7 function draw(){
8   background("Red");
9   ellipse(randomNumber(0,400), randomNumber(0,400));
10 }</pre> | 5 | <pre>1 var sprite = createSprite(100,200);
2 sprite.setAnimation("greenAlien");
3 function draw() {
4   background("orange");
5   sprite.rotation = randomNumber(-30, 30);
6   drawSprites();
7 }
8</pre> | 6 | <pre>1 var pencil = createSprite(100,200);
2 pencil.setAnimation("pencil");
3
4 var brush = createSprite(300,200);
5 brush.setAnimation("brush");
6
7 function draw(){
8   background("white");
9   pencil.x = randomNumber(100,110);
10   brush.x = randomNumber(300, 310);
11   drawSprites();
12 }
13</pre> |
| 7a | <pre>1 // Setting Frame Rate
2
3 World.frameRate = 10;
4
5 // Creating Alien Sprites
6
7 var greenAlien = createSprite(100, 200);
8 greenAlien.setAnimation("greenAlien");
9
10 var pinkAlien = createSprite(300, 200);
11 pinkAlien.setAnimation("pinkAlien");
12
13 // Setting Up Drawing
14 noStroke();
15 fill("white");
16
17 function draw() {
18   background("black");
19   ellipse(randomNumber(0,400), randomNumber(0,400),5,5);
20
21   greenAlien.rotation = randomNumber(-5,5);
22   pinkAlien.rotation = randomNumber(-5,5);
23   drawSprites();
24 }
25</pre> | 7b | <pre>1 var blender = createSprite(200,200);
2 blender.setAnimation("blender");
3 function draw() {
4
5   background("lightyellow");
6
7   blender.x = 200 + randomNumber(-5,5);
8
9   blender.y = 200 + randomNumber(-5,5);
10
11   drawSprites();
12 }</pre> | 7c | <pre>1 var blender = createSprite(200,200);
2 blender.setAnimation("blender");
3 function draw() {
4   background("lightyellow");
5   blender.x = randomNumber(195,205);
6   blender.y = randomNumber(195,205);
7   drawSprites();
8 }
9</pre> |

8		9a	

8

```
1  var salt = createSprite(200, 200);
2  salt.setAnimation("salt");
3  function draw() {
4    background("skyblue");
5    salt.y = randomNumber(195, 210);
6    drawSprites();
7  }
8
```

9a

```
1   var bear = createSprite(200, 200);
2   bear.setAnimation("bear_1");
3   var ice = createSprite(200, 270);
4   ice.setAnimation("ice_cream_1");
5   ice.scale = 0.3;
6   function draw() {
7     background("lightblue");
8     fill("green");
9     rect(0, 300, 400, 100);
10    fill("yellow");
11    ellipse(0, 0, 200, 200);
12    ice.rotation = randomNumber(-10, 10);
13    drawSprites();
14    fill("purple");
15    textSize(35);
16    stroke("yellow");
17    strokeWeight(3);
18    text("I Love Ice Cream!!!", 60, 380);
19  }
20
```