```
void setup()
{
 size(800, 640);//SIZE
background(5);
colorMode(HSB);
}
void draw() {
noStroke();
if (mousePressed) {
  float xPos=mouseX+random(-2,2);//THE POSTION X  OF CIRCLE
float yPos=mouseY+random(-2,2);//THE POSTION Y  OF CIRCLE
float r=random(1, 5);//SIZE OF THE CIRCLE
ellipse(xPos, yPos, r, r);
triangle(xPos,yPos,xPos-5,yPos+15,xPos+5,yPos+15);
triangle(xPos,yPos,xPos-15,yPos-5,xPos-15,yPos+5);
triangle(xPos,yPos,xPos+5,yPos-15,xPos-5,yPos-15);
triangle(xPos,yPos,xPos+15,yPos+5,xPos+15,yPos-5);
}
 if (mouseY <=600){
      fill(random(255));
   }else{
```

```
    PImage c;
    c= loadImage("image3.jpg");
    image(c,0,440,width,height/3);//MY LAST IMAGE


  }

  if (mouseY<=400 ){
    fill(255,100,random(255));
  }else{
      PImage d;
    d= loadImage("image2.jpg");
     image(d,0,220,width,height/3);//MY SECOND IMAGE
  }



  if (mouseY<=200){
   fill(255,random(255),255);
  }else{
     PImage b;
    b=  loadImage("image1.jpg");
    image(b,0,0,width,height/3);//ADD MY FIRST IMAGE
  }


}
```