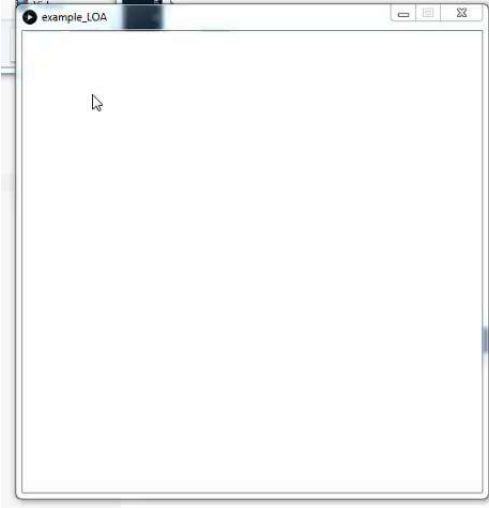**A**

```
void draw()
{

  if (mousePressed)
  {
    float random1=random(255);
    float random2=random(255);
    float random3=random(100);
    fill(random1, random2, 0);
    ellipse(mouseX, mouseY, random3, random3);
  }
}
```

B

When the mouse is moved a trail of coloured shapes is left The colours randomly change from reds to greens.

C

D

E

Create a digital product to explore movement and colour