1. **Drawing circles randomly at 1sec:**

let xPos = 1;

let yPos =1;

let dia = 50;

function setup() {

createCanvas(500, 400);

}

function draw() {

background(220);

circle(xPos, yPos, dia);

}

function circlePos(){

xPos = random(width);

yPos = random(height);

}

setInterval(circlePos, 1000);

1. **Color Circles:**

let xPos = 1;

let yPos =1;

let dia = 50;

let r = 0;

let g = 0;

let b = 0;

function setup() {

createCanvas(500, 400);

}

function draw() {

background(220);

fill(r,g,b);

circle(xPos, yPos, dia);

}

function circlePos(){

xPos = random(width);

yPos = random(height);

r = random(255);

g = random(255);

b = random(255);

}

setInterval(circlePos, 1000);

1. **Mouse click function and Increasing Score**

let xPos = 1;

let yPos =1;

let dia = 50;

let r = 0;

let g = 0;

let b = 0;

let score = 0;

let distance = 0;

function setup() {

createCanvas(500, 400);

}

function draw() {

background(220);

fill(r,g,b);

circle(xPos, yPos, dia);

fill("black");

textSize(25);

strokeWeight(5);

text("Score:", 20,40);

text(score, 100,40);

}

function mouseClicked(){

distance = dist(mouseX, mouseY, xPos, yPos);

print(distance);

if(distance <= 50){

score++;

}

}

function circlePos(){

xPos = random(width);

yPos = random(height);

r = random(255);

g = random(255);

b = random(255);

}

setInterval(circlePos, 1000);