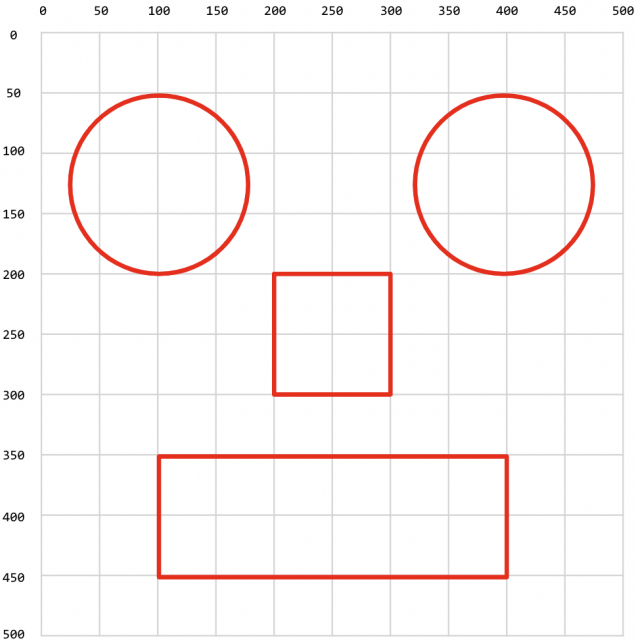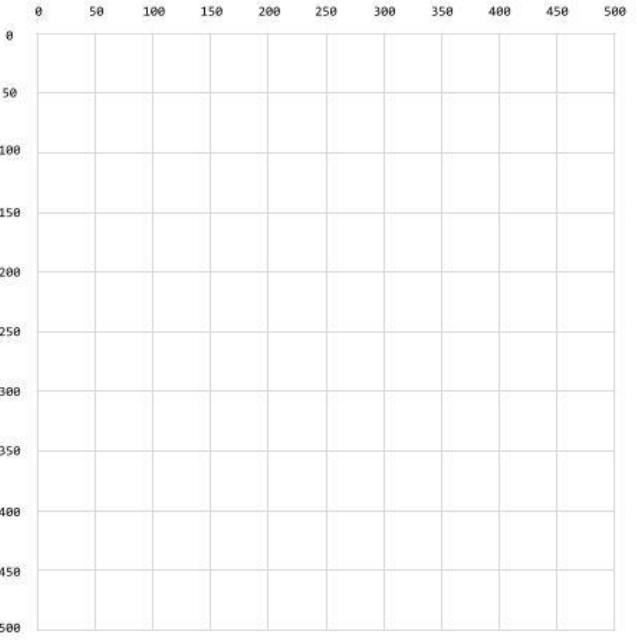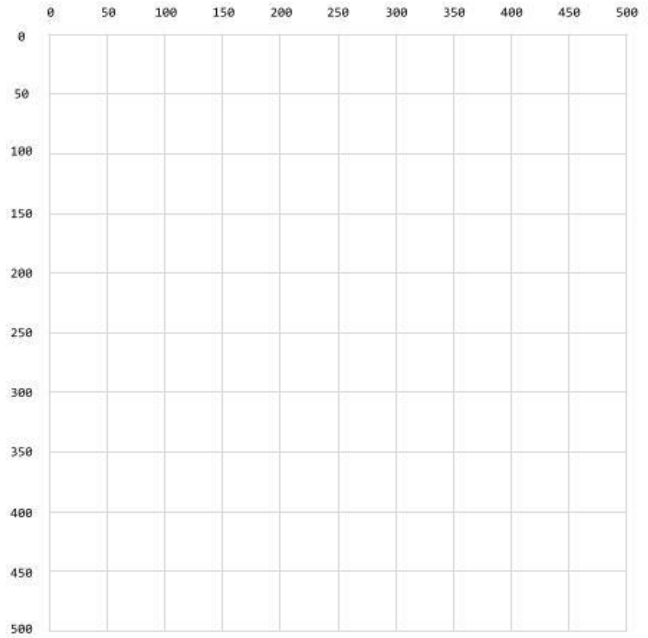# Sketching Shapes

Directions: Create a sketch composed of up to three primitive shapes: rectangles, squares, circles, eclipses, or lines. Then, write the code needed to create the sketch using p5.js.

CODE	SKETCH
| ```
1   function setup(){
2      createCanvas(500,500);
3
4   }
5   function draw() {
6      circle(100, 125, 150);
7      circle(400, 125, 150);
8      square(200, 200, 100);
9      rect(100, 350, 300, 100);
10  }
``` | |
| ```
1   function setup(){
2      createCanvas(500,500);
3
4   }
5   function draw() {
6
7
8
9
10  }
``` | |

```
1   function setup(){
2       createCanvas(500,500);
3
4   }
5   function draw() {
6
7
8
9
10  }
```



```
1   function setup(){
2       createCanvas(500,500);
3
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