Today you’ll draw shapes and also specify color and transparency. Before starting the problems, open up processing on your lab computer (or laptop, if you prefer) and create a new sketch to write code in. Also, if you don’t finish all of the problems by the end of section, that is totally fine! Use the remaining problems as study material for exams.

1. Write the processing function used to set the size of the canvas to 200x200 pixels:

Write a processing program that produces a window like what is shown below. Make the window 200x200 pixels, and use four ellipses.

2. Modify the program from the last problem to make the window look like the following instead. To do so, you only need to change the width and/or height of your ellipses.
3. Create a processing sketch that displays the Italian flag, which should look like this:

![Italian Flag Image]

Note that:

- The strokeWeight is set to 0
- The size of the window is 600 pixels wide and 400 pixels tall
- Each section of the flag is exactly 1/3rd of the window

Remember, you have to call fill() before you draw the shape.

4. Create a processing sketch that displays the Jamaican flag, which should look like this:

![Jamaican Flag Image]

Again, note that:

- The strokeWeight is set to 0
- The size of the window is 600 pixels wide and 400 pixels tall
- The yellow X crosses the entire flag