

```
function setup() {
  createCanvas(600, 400);
  noLoop();
}

function draw() {
  background(240);
  let cols = 10;
  let rows = 6;
  let spacingX = width / (cols + 1);
  let spacingY = height / (rows + 1);
  let specialIndex = int(random(cols * rows)); // Ein zufällig abweichendes
Objekt
  let count = 0;
  for (let i = 0; i < cols; i++) {
    for (let j = 0; j < rows; j++) {
      let x = (i + 1) * spacingX;
      let y = (j + 1) * spacingY;
      if (count === specialIndex) {
        fill(255, 0, 0); // Hebt sich in Farbe ab (prägnantes Element)
        ellipse(x, y, 40);
      } else {
        fill(100);
        ellipse(x, y, 30);
      }
      count++;
    }
  }
}
```

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