

```

import genesis.*;
import java.awt.*;

public class ExpandingCircles {

    public static void main (String [ ] args) {
        CircleFigure.create( );
        int xCentre, yCentre;
        int radius;
        int colour = -1;
        int nextColour;
        while (true) {
            xCentre = (int)(293*Math.random( ))+50;
            yCentre = (int)(169*Math.random( ))+50;
            radius = 5;
            CircleFigure.moveTo(xCentre, yCentre);
            CircleFigure.setRadius(radius);
            do nextColour = (int)(5*Math.random( ));
            while (colour == nextColour);
            colour = nextColour;
            switch (colour) {
                case 0: CircleFigure.setColour(Color.red); break;
                case 1: CircleFigure.setColour(Color.blue); break;
                case 2: CircleFigure.setColour(Color.green); break;
                case 3: CircleFigure.setColour(Color.magenta); break;
                case 4: CircleFigure.setColour(Color.yellow); break;
            }
            while (xCentre > radius
                    && yCentre > radius
                    && xCentre < 392-radius
                    && yCentre < 268-radius) {
                Delay.milliseconds(20);
                radius = radius + 1;
                CircleFigure.setRadius(radius);
            }
            Delay.milliseconds(500);
        }
    }
}

```