void setup() {

 size(400, 400);

 smooth();

}

void draw()

{

background(255);

noFill();

strokeWeight(8);

stroke(0,0,200);

ellipse(80,180,100,100);

stroke(255,200,0);

ellipse(140,230,100,100);

stroke(0);

ellipse(200,180,100,100);

stroke(0,150,0);

ellipse(260,230,100,100);

stroke(230,0,0);

ellipse(320,180,100,100);

}