

```

PImage img;
int m = 200;
int p = 30;
color c;
int value = 0;
int q;
int a;
int j;

import processing.sound.*;
SoundFile file;

void setup() {
  size(640, 465);
  img=loadImage("Schneekanone1.jpg");
  image(img, 0, 0);

  file = new SoundFile(this, "Spruehschnee.mp3");
}

void draw() {

  loadPixels();
  for (int w=0; w<1000; w++) {
    q = int(random(pixels.length));
    a = int(random(a, pixels.length));
  }
}

void mouseReleased() {
  file.play();
  for (int w=0; w<2000; w++) {
    q = int(random(pixels.length));
    a = int(random(q, pixels.length));
    j = int(random(pixels.length));
    if ( a<pixels.length && j<pixels.length || pixels[m] < pixels[p] ) {
      c = pixels[q];
      pixels[q] = c;
      pixels[a] = c;
      pixels[j] = c;
    }
  }
  updatePixels();
}

```