

f_forLoops

```
int triS = 25;
```

```
void setup(){  
  size(600, 600);  
}
```

```
void draw(){  
  background(255);
```

```
  for(int i=1; i<=20; i++) {  
    int xPos = i*20;  
    int tSize = i*20;  
    fill(i*20,25,50);  
    //noStroke();  
    triangle(xPos,580,tSize,tSize,580,xPos);  
  }  
}
```