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```

```
class Paddle{  
  constructor(x,y){  
    this.loc = createVector(x,y);  
    this.w = 250;  
    this.h = 50;  
  }  
  
  run(){  
    this.update();  
    this.render();  
  }  
  
  update(){  
    var mouseLoc = createVector(mouseX, 725);  
    this.loc = p5.Vector.lerp(this.loc, mouseLoc, .09);  
  }  
  
  render(){  
    fill(255, 0,0);  
    rect(this.loc.x, this.loc.y, this.w, this.h);  
  }  
}
```