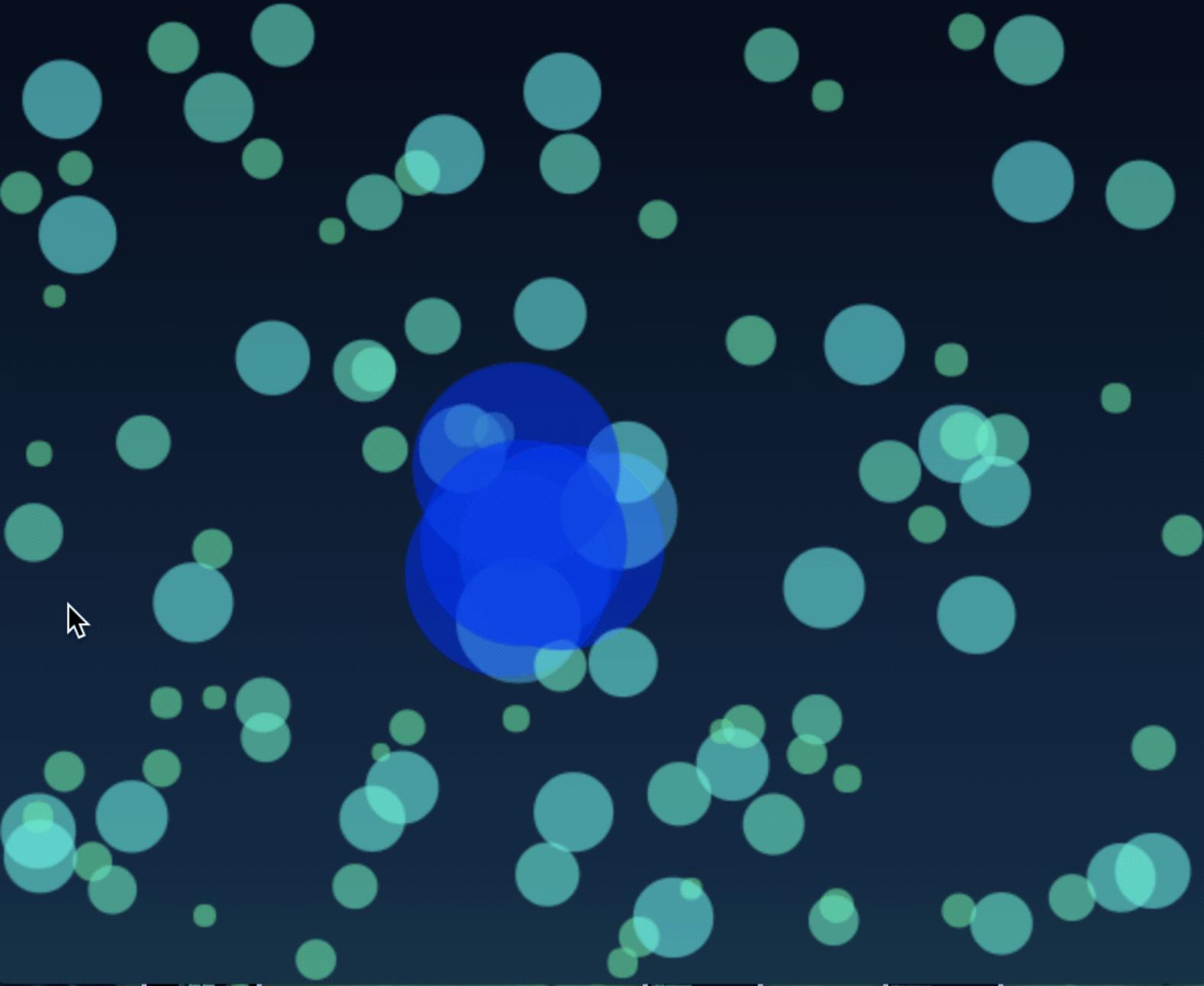


```
mounted () {
this.$refs.canvas.width = window.innerWidth
this.$refs.canvas.height = window.innerHeight
for (let i = 0; i < this.numberOfCircles; i++) {</pre>
  let radius = this.randomNumber(5, 20)
  let diameter = radius * 2;
  let circleObj = {
    radius: radius,
    x: this.randomNumber(diameter, window.innerWidth - diameter),
    y: this.randomNumber(diameter, window.innerHeight - diameter),
    dx: this.randomNumber(-1, 1),
    dy: this.randomNumber(-1, 1),
    color: this.mainColor
  this.circles.push(
    new CreateCircle(circleObj, this.canvasContext, this.mouse)
this.animate()
```

```
const CreateCircle = (circleObj, canvasContext, mouse) => {
 return {
  x: circleObj.x,
   y: circleObj.y,
   dx: circleObj.dx,
   dy: circleObj.dy,
   radius: circleObj.radius,
  minRadius: circleObj.radius,
  maxRadius: circleObj.radius * 2,
   draw () {
     canvasContext.beginPath()
     canvasContext.arc(this.x, this.y, this.radius, 0, Math.PI * 2, false)
     canvasContext.fillStyle = Color(circleObj.color).rotate(this.radius * 2).alpha(0.5)
     canvasContext.fill()
   },
   update () {
     if (this.x + this.radius > innerWidth || this.x - this.radius < 0) {</pre>
       this.dx = -this.dx
     if (this.y + this.radius > innerHeight || this.y - this.radius < 0) {</pre>
       this.dy = -this.dy
     this.x += this.dx
     this.y += this.dy
     this.interactWithMouse()
     this.draw()
   interactWithMouse () {
     if (mouse_x - this_x < 50 \&\& mouse_x - this_x > -50 \&\&
             mouse y - this y < 50 \& mouse y - this y > -50) {
       if (this.radius < this.maxRadius) {</pre>
         this.radius += 1
     } else if (this.radius > this.minRadius) {
       this.radius -= 1
```





```
animate () {
 requestAnimationFrame(this.animate)
 this.canvasContext.clearRect(0, 0, innerWidth, innerHeight)
 for (var i = 0; i < this.circles.length; i++) {</pre>
   this.circles[i].update()
```