





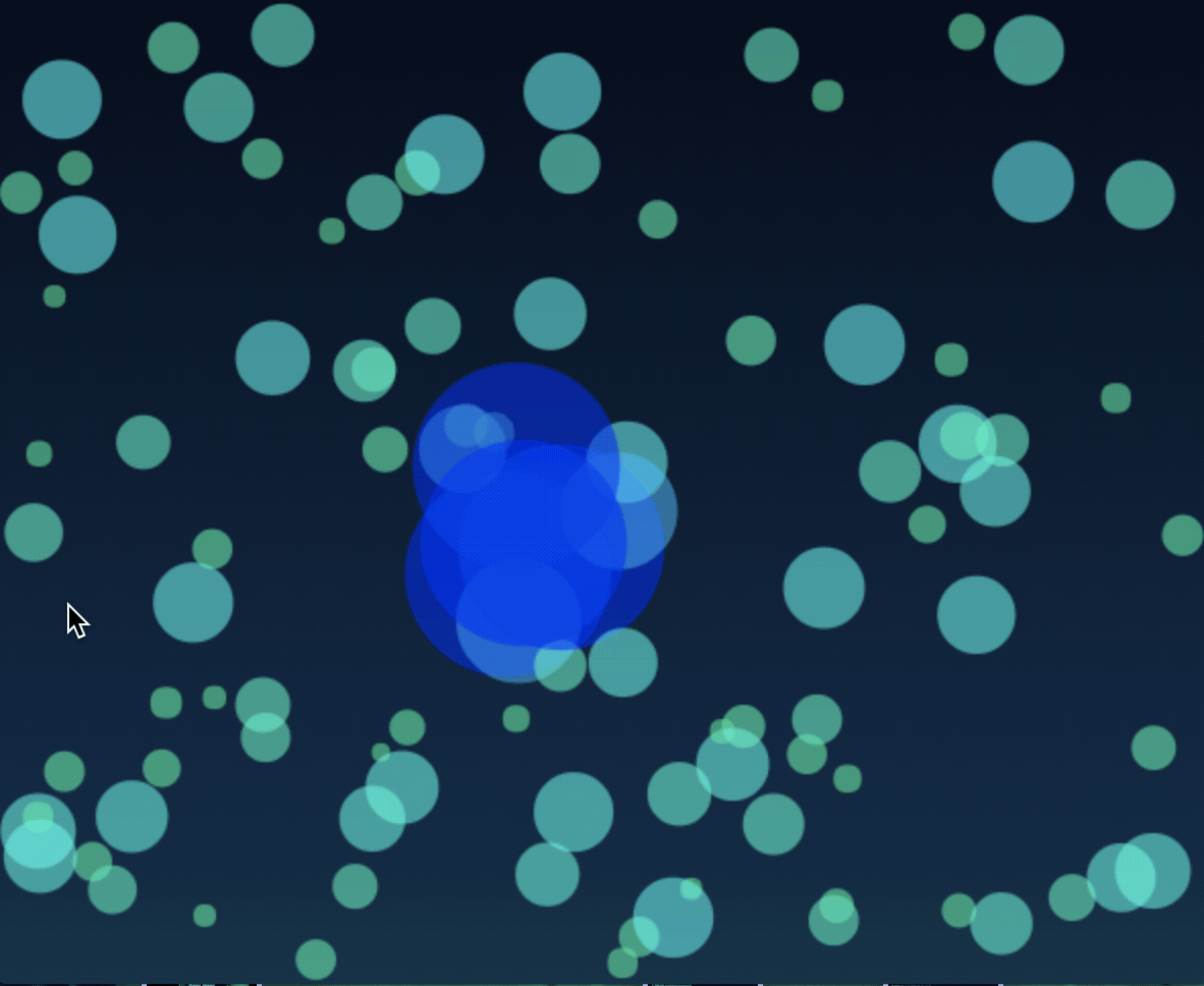
```
<template lang="pug">  
| canvas(@mousemove="updateMousePosition" ref="canvas")  
</template>
```



```
updateMousePosition (e) {  
  this.$set(this.mouse, 'x', e.x)  
  this.$set(this.mouse, 'y', e.y)  
}
```



```
data () {  
  return {  
    circles: [],  
    mouse: {  
      x: null,  
      y: null  
    }  
  }  
},
```


```
mounted () {
  this.$refs.canvas.width = window.innerWidth
  this.$refs.canvas.height = window.innerHeight

  for (let i = 0; i < this.numberOfCircles; i++) {
    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()
}
```