











```
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()
}
```



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











