The `spring` function is an alternative to `tweened` that often works better for values that are frequently changing.

In this example we have two stores — one representing the circle's coordinates, and one representing its size. Let's convert them to springs:

```
<script>
    import { spring } from 'svelte/motion';

    let coords = spring({ x: 50, y: 50 });
    let size = spring(10);
</script>
```

Both springs have default `stiffness` and `damping` values, which control the spring's, well... springiness. We can specify our own initial values:

```
let coords = spring({ x: 50, y: 50 }, {
    stiffness: 0.1,
    damping: 0.25
});
```

Waggle your mouse around, and try dragging the sliders to get a feel for how they affect the spring's behaviour. Notice that you can adjust the values while the spring is still in motion.