

rectangleTool.js

```
1 // The following code was written by me entirely
2
3 function RectangleTool () {
4     this.icon = "assets/rectangle.jpg";
5     this.name = "Rectangle";
6
7     var startMouseX = -1;
8     var startMouseY = -1;
9     var drawing = false;
10
11     this.draw = function () {
12         if(mouseIsPressed) {
13             if(startMouseX == -1) {
14                 startMouseX = mouseX;
15                 startMouseY = mouseY;
16                 drawing = true;
17                 loadPixels();
18             }
19
20             else {
21                 updatePixels();
22                 rect(startMouseX, startMouseY, (mouseX - startMouseX),(mouseY - startMouseY));
23             }
24         }
25
26         else if (drawing) {
27             drawing = false;
28             startMouseX = -1;
29             startMouseY = -1;
30         }
31     };
32
33 }
34
35 // End of code written by me
```