

mouseClicked

//Setup Procedure - Runs Once to Set the Canvas

```
void setup() {  
  size (600, 400);  
  background(255, 255, 255) ;
```

```
// saxophone  
noStroke( ) ;  
fill (255, 215, 0)  
ellipse(250, 200, 150, 150);  
ellipse(312, 200, 150, 150);
```

// Draw Function - Runs on Repeat

```
draw = function () {  
  fill(255, 255, 255);  
  ellipse(mouseX ,mouseY ,40, 40);
```

```
  fill (200, 0, 0)  
  textSize(30) ;
```

```
  if(mousePressed){  
    text "A sharp", random (0, 500),  random(0, 400));  
  }  
};
```

//Mouse Pressed Procedure - Runs When Mouse is Pressed on Canvas

//showXYPosition

```
}
```