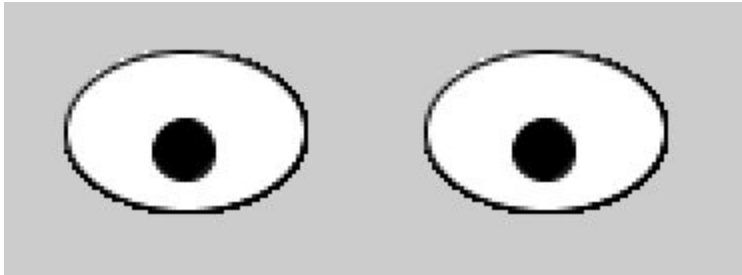


These eyes will watch the mouse as it moves around the screen.

0. Start a new sketch with `setup()` and `draw()` methods.

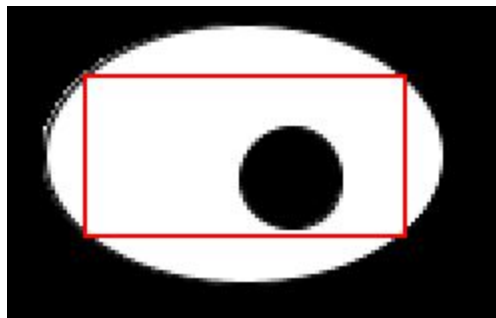
1. In the draw method, create eyeballs so that they eyes look like this:



2. Use `mouseX` and `mouseY` to move the left pupil when the mouse moves.

2. Also move the right pupil by setting it to `mouseX + [some-distance]`.

3. Stop the pupils from going outside the eyes. To do this, imagine a rectangle that the pupil should stay within. When `mouseX` or `mouseY` goes outside of these bounds, set it back to the boundary. Put this code before you draw the ellipses.



*4. [optional] Put a face behind the eyes. Load an image in the **setup** method like this:

```
PImage face = loadImage("face.jpeg");  
image(face, 0, 0);
```