

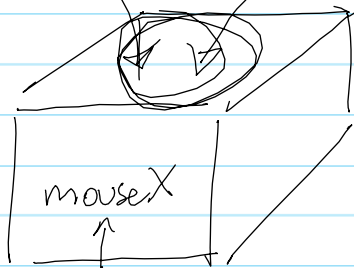
CS 195: MEDIA COMP

VARZABLE?

SOMETHING THAT CHANGES

PROCESSOR

VARZABLE \equiv BOX

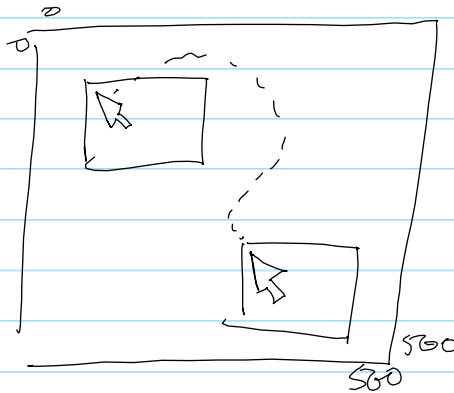


VALUE

(IN THE BOX)

rect (mouseX, mouseY, 100, 100);

LOOKS IN THE BOX



INSIDE
DRAW
loop