

The Interactive Visual Card is an online version of a Christmas card. The card features a tree in the middle of the light blue canvas with instructions that tell the user to click their mouse and press a key on their keyboard.

```
function mouseClicked(){  
    x++;  
    print(x);
```

In the program as the mouse is clicked by the user, it counts the number of times the mouse is clicked by increments of 1 using (x++).

```
if (x > 8 && x < 15){  
    circleX = random (237, 330);  
    circleY = random (239, 440);  
  
    fill("yellow");
```

An if-else statement is used to determine the number of times the mouse is clicked between a set of numbers to change the colors of the circles (lights).

```
circleX = random (237, 330);  
circleY = random (239, 440);
```

As the colors of the lights change they are randomly placed on the tree with random() function. Sometimes the lights are scattered and other times the lights are stacked on top of each other in the program. The idea behind this visual is that it is to replicate when a little kid makes handmade cards and adds color by fingerpainting.

```
beginShape();  
    vertex(290, 120); //top point  
    vertex(309, 145); //right shoulder  
    ...  
    endShape();
```

When the program stops placing randomized lights, the user should then press any key on their keyboard to display the words “Merry Christmas” along with the star on top of the tree. The star was made by the beginShape() function found in the p5js references.