

Mount

```
def mount(_params, _session, socket) do
  if connected?(socket) do
    :timer.send_interval(1000, :tick)
  end

  {:ok, assign(socket, x: 0, y: 0, color: "purple")}
end
```

Render

```
def render(assigns) do
  ~L"""
  <section phx-window-keydown="keydown" class="phx-hero">
    <pre><%= inspect({@x, @y}) %></pre>
    <svg width="700" height="350">
      <rect x="<%= @x * 25 %>" y="<%= @y * 25 %>"
        width="25" height="25" style="fill:<%= @color %>;" />
    </svg>
    <pre><%= inspect(@color) %></pre>
  </section>
  """
end
```

