Render

```elixir
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
```
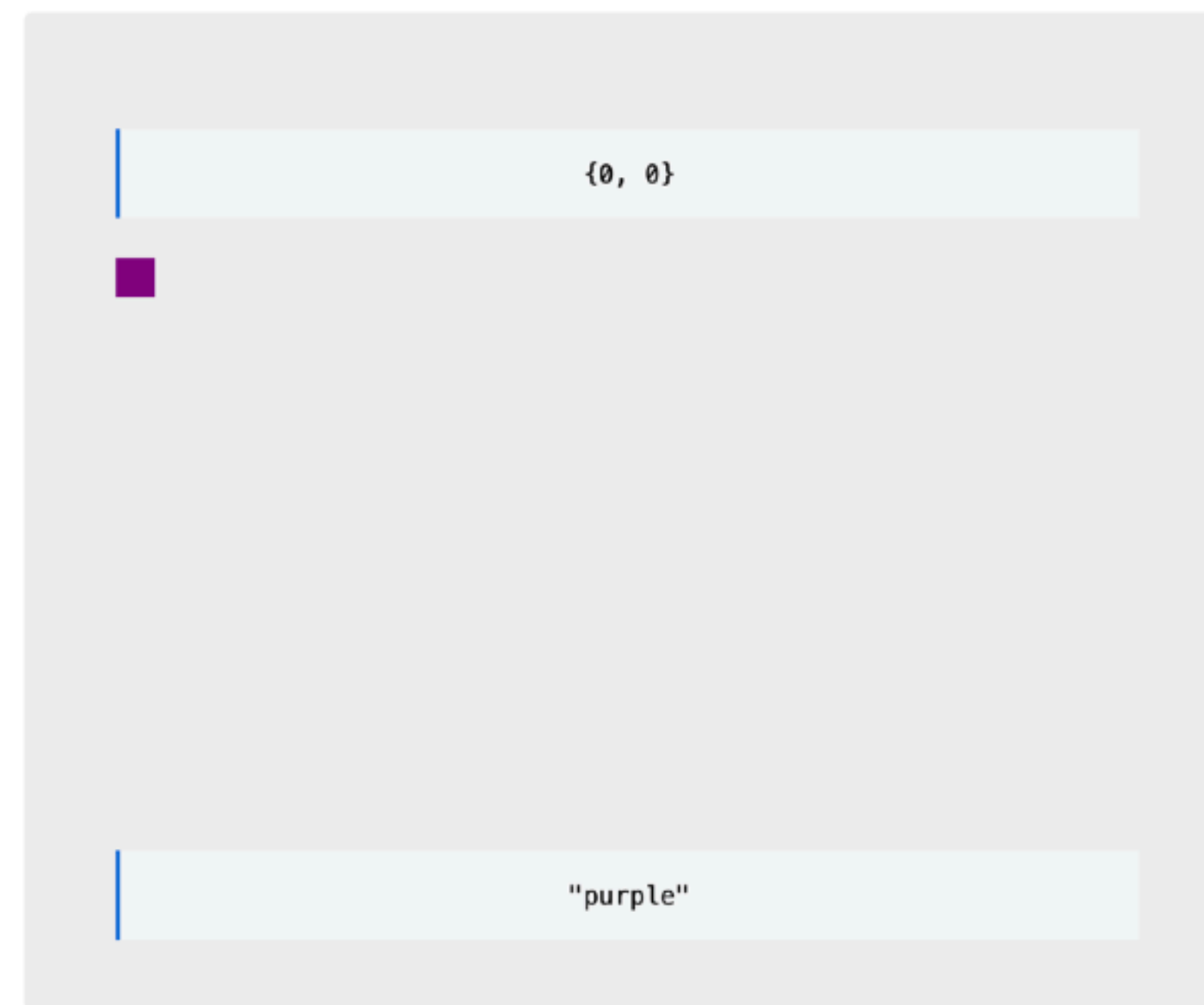
{0, 0}

"purple"

Handle

```elixir
@colors ["pink", "red", "purple", "green", "blue"]
```

```elixir
def handle_info(:tick, socket) do
  {:noreply, assign(socket, color: Enum.random(@colors))}
end
```

{0, 0}

"green"