



Handle

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

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



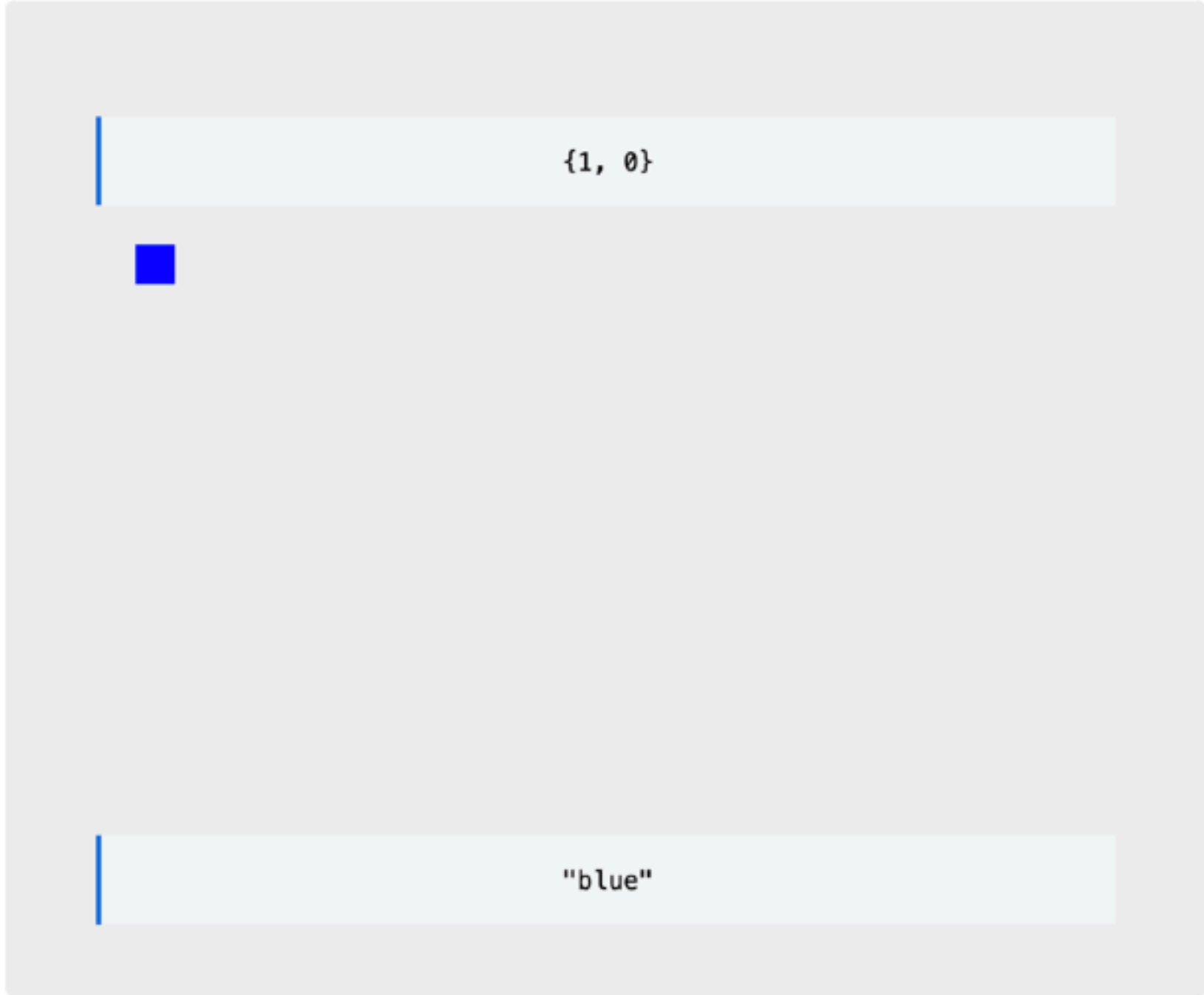
{0, 0}

"green"



Handle

```
def handle_event("keydown", %{"key" => "ArrowRight"}, socket) do
  | {:noreply, update(socket, :x, &(&1 + 1))}
end
```



{1, 0}

"blue"