In-Class Exercise 5: Avoid the Mouse Game

1. Download https://www.clear.rice.edu/comp431/sample/avoid.html (and avoid.js)

2. When mouse approaches button, the button moves out of the way. Holding down SHIFT prevents the button from moving

3. When button is clicked, button text changes to "You won! Play Again". Button no longer moves when the user tries to click on it.

4. When clicked, button text changes to "Click Me". Go to step 1.

Submit avoid.js to IC5 in Canvas