



```
mounted () {  
  this.$refs.canvas.width = window.innerWidth  
  this.$refs.canvas.height = window.innerHeight  
  
  for (let i = 0; i < this.numberOfCircles; i++) {  
    let radius = this.randomNumber(5, 20)  
    let diameter = radius * 2;  
  
    let circleObj = {  
      radius: radius,  
      x: this.randomNumber(diameter, window.innerWidth - diameter),  
      y: this.randomNumber(diameter, window.innerHeight - diameter),  
      dx: this.randomNumber(-1, 1),  
      dy: this.randomNumber(-1, 1),  
      color: this.mainColor  
    }  
  
    this.circles.push(  
      new CreateCircle(circleObj, this.canvasContext, this.mouse)  
    )  
  }  
  
  this.animate()  
}
```



```
animate () {  
  requestAnimationFrame(this.animate)  
  this.canvasContext.clearRect(0, 0, innerWidth, innerHeight)  
  
  for (var i = 0; i < this.circles.length; i++) {  
    this.circles[i].update()  
  }  
},
```





