```
/* insertImgTool prototype*/
let startX, startY; // rectangle initial coordinates
let endX, endY;  // rectangle final coordinates
let isDrawing = false; // boolean to detect if the user is drawing
let input;
let img;
let imageInserted = false;
function setup() {
  createCanvas(600, 400);
 input = createFileInput(handleImage);
 input.position(0, 410);
function draw() {
  background(220);
 // drawing real-time rectangle
 if (isDrawing && mousePressOnCanvas()) {
   noFill();
    stroke(0);
    rect(startX, startY, mouseX - startX, mouseY - startY);
  rect(startX, startY, endX - startX, endY - startY);
 if (img) {
    image(img,startX, startY, endX - startX, endY - startY);
function mousePressed() {
 // Registra el punto de inicio cuando haces clic
 if(mousePressOnCanvas() && !imageInserted){
 startX = mouseX;
 startY = mouseY;
  isDrawing = true;
}}
function mouseReleased() {
  // Registra el punto final y detiene el dibujo al soltar el clic
 if(mousePressOnCanvas() && !imageInserted){
  endX = mouseX;
  endY = mouseY;
  isDrawing = false;
```

```
imageInserted = true;

// Dibuja el rectángulo final
noFill();
stroke(0);
//rect(startX, startY, endX - startX, endY - startY);
}}
function handleImage(file) {
   if (file.type === 'image') {
      img = createImg(file.data, '');
      img.hide();
   } else {
      img = null;
   }
}
function mousePressOnCanvas() {
   if (mouseX < width && mouseY < height) {
      return true;
   }
   return false;
}</pre>
```