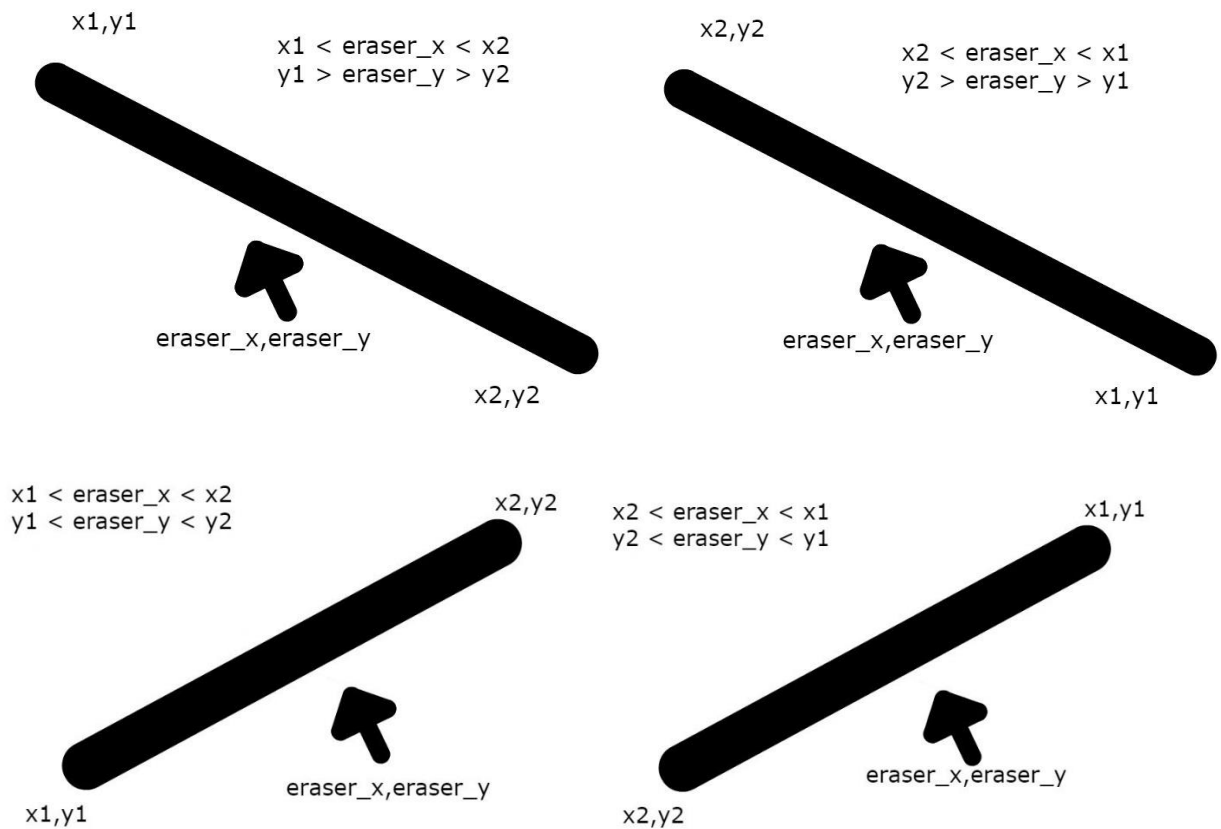


Creating an Eraser

The eraser will be coded in the work on the right click of the mouse. A variable, which we will call `erase_x` and `erase_y` will be assigned to the x and y coordinates of the mouse when the mouse is held down. We need to loop through each of our lines and check if the line spans over the spot we are trying to erase. The pictures below explain the four scenarios where a line would span over the spot we are trying to erase.

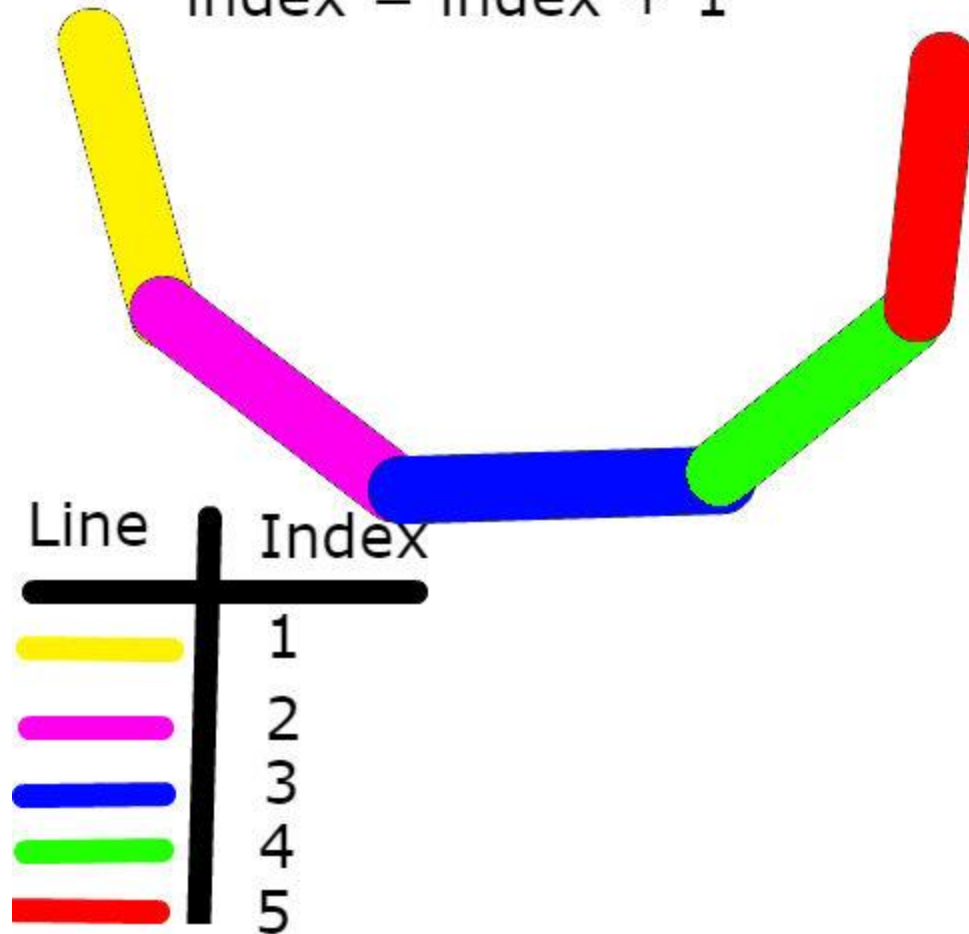


Indices

The code is in there for them, but here's an explanation of what's going on.

Each line also has an index in a table. The first line segment is the first one in the table, and the second line segment is the second line in the table. If we set a `line_counter` to 0, loop through `objects.lines`, and increase `line_counter` by 1 every time we execute the loop, then `line_counter` is always the index of the line we're looking at.

```
index = 1
for _, line in pairs(objects.lines)
    --some code
    index = index + 1
```



From this image, we can see that when looping through all our lines, when we are on our first line, the index is equal to 1, when we are on our second line, the index is equal to 2, so if we delete the line with index 2, we are deleting the purple line.