Example 1 With a partner, determine the result of the following:

boolean button = false;

int x = 50;

int y = 50;

int w = 100;

int h = 75;

void setup() {

size(200,200);

}

void draw() {

if (mouseX > x && mouseX < x+w && mouseY > y && mouseY < y+h && mouseIsPressed) {

button = true;

} else {

button = false;

}

if (button) {

background(255);

stroke(0);

} else {

background(0);

stroke(255);

}

fill(175);

rect(x,y,w,h);

}

## Example 2

boolean button = false;

int x = 50;

int y = 50;

int w = 100;

int h = 75;

void setup() {

size(200,200);

}

void draw() {

if (button) {

background(255);

stroke(0);

} else {

background(0);

stroke(255);

}

fill(175);

rect(x,y,w,h);

}

void mousePressed() {

if (mouseX > x && mouseX < x+w && mouseY > y && mouseY < y+h) {

button = !button;

}

}