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

let button = false;

let x = 50;

let y = 50;

let w = 100;

let h = 75;

function setup() {

createCanvas(480, 270);

}

function 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

let button = false;

let x = 50;

let y = 50;

let w = 100;

let h = 75;

function setup() {

createCanvas(480, 270);

}

function draw() {

if (button) {

background(255);

stroke(0);

} else {

background(0);

stroke(255);

}

fill(175);

rect(x, y, w, h);

}

function mousePressed() {

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

button = !button;

}

}