Buttons:

Preload function loads in assets such as images or files

CurrentImage is a variable that changes depending on what value is

Hw: storybook - four buttons, one page/picture per button

Coloring Book:

Distance function calculates distance between two points

MouseX/MouseY gives us positioning of cursor on campus, distance

Distance = x1, y1, x2, y2

&& = checks to see if both statements are true

For rectangles, need to check if mouse is between both x axis’ and both y axis’

Top left (200,400), bottom left (200,500), top right (300,400), bottom right (300,500)