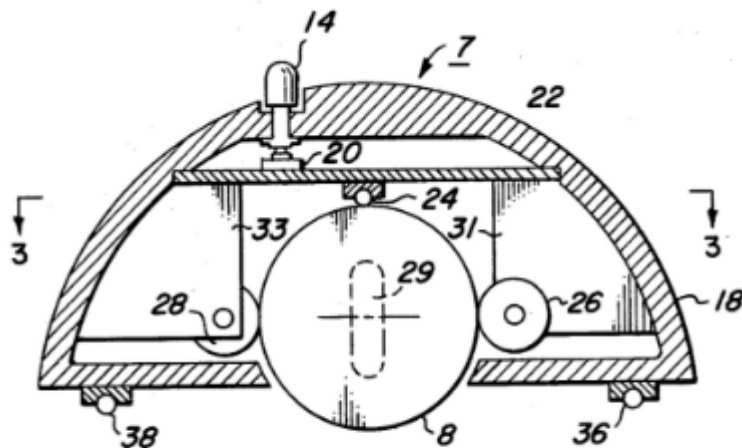


Working with the Mouse

When we talk about interactivity on the **canvas**, we can't go really far without talking about everyone's favorite pointing device...the mouse:



This is an early mouse prototype!

There are so many uses for the mouse on the canvas. You can use the mouse to draw, move things around, use it as part of a game, and more. I will warn you, though. This tutorial is an introduction to the mechanics of working with the mouse. It's a bit boring, but you need to suffer through this in order to get to the much cooler things we'll look at directly after this. Think of this tutorial as the bowl of vegetables you need to go through before getting dessert.

Onwards!