

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;
  }
}
```